THE MAGAZINE FOR SPECTRUM AND COUPE GAMES

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MARCH
1990

# SINCLAIR user

NO. 96



## CRACK DOWN

DESTRUCTION TO THE MAX!

INSIDE: STEALTH FIGHTER/P47/SNOOPY
SPACE HARRIER II/GARFIELD/KLAX

PLUS: FIVE BIG PRIZE COMPOS!

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TURN TO PAGE 32

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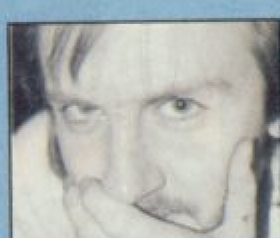
## TRAVEL SPECIAL

### JIM 'private jet' DOUGLAS



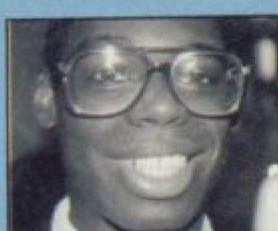
Being a bloody stinking yuppie, our Jim just had to go on the piste, that's skiing to you. He's bought his dayglio green and purple salopettes, got some mirrored raybans and applied some of that gungy white zinc stuff to his kisser and now he's ready for a mega pose on the top of a snowy slope. God, what a poser, I hope he breaks both legs.

### GARTH 'where's me back-pack man' SUMPTER



Garfy baby has decided it's time to find himself (maan), so he's booked into a Kibbutz in The Himalayas for the summer. He's bought himself some loon pants and a string of love beads and a pack of josticks, and is now practising his spaced-out Hippie look (maaaaaaaaaaaan).

### OZ 'a nice quiet break' BROWNE



Oz decided to go for a peaceful holiday so the team recommended an 18-30's trip to Benidorm. He's hoping to meet some interesting chums and a better class of girlie (fool). He's just heard he's sharing a room with his predecessor Tim 'lagered up' Noonan and 25 of his mates. Rather you than me, matey.

### AL SKEAT



Poor old Al. She did all the ringing around for the others and booked up their vacations and the rotten sods have spent all the cash in the holiday kitty and left her with nothing. She's currently on the blower to her Auntie Vi, who says she's welcome to stay at her 'smashing' caravan on Canvey Isle, with her and Uncle Eric, as long as she doesn't mind sleeping with their incontinent Wire-haired Terrier. Al can hardly wait.

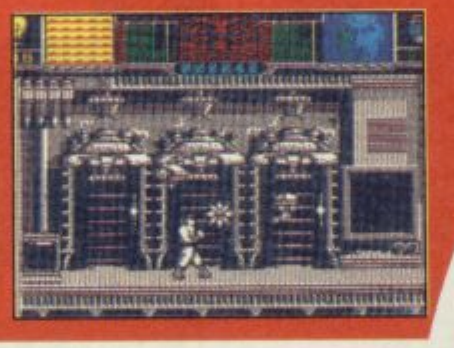


*ADVENTURE* The Sorceress *I'VE GOT THIS PROBLEM* Rupert Goodwins *ADVERTISEMENT MANAGER* James Owens *SENIOR SALES* Martha Moloughney *AD PRODUCTION* Emma Ward *MARKETING MANAGER* Dean Barrett *MARKETING ASSISTANT* Sarah Ewing *PUBLISHER* Terry Pratt.
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COVER ILLUSTRATION: Jerry Paris Printed by Nene River Press, Peterborough.
(c) Sinclair User 1990

# CONT

## THE HIT FACTORY 58

Ever wondered how new games come about? We're following games through from idea stage, through development and on to the time when the game actually appears on the shelf. Interesting stuff, don'tcha know



## MEGA TAPE 25-6



We're so proud of the game we've got on Megatape 25 we can hardly contain ourselves. Deathzone, from Paul Breed is a 3 dimensional extravaganze of mayhem and destruction. It's trif, and along with




Space Harrier II, the playable demo from Grandslam, it's probably the best tape we've done..

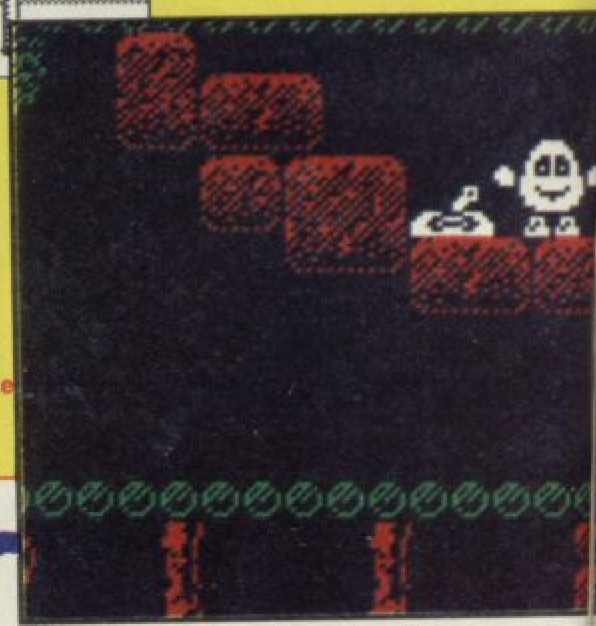
## REGULARS


| | |
|---|---|
| Dirty Tricks | 13 |
| The Hit Factory | 58 |
| Write Stuff | 26 |
| Tell It To Jim | 28 |
| Charts | 38 |
| Smash Coupons | 44 |
| Poster | 46 |
| Checkout | 50 |
| Compo Winners | 60 |
| Coin-Ops | 63 |
| Dr. Rupe | 66 |
| Sorceress | 70 |
| Precinct 19 | 72 |
| Previews | 76 |
| End Of The Line | 84 |
| Next Month | 90 |




## DIRTY TRICKS DEPT 13

A cartographer's dream with the final Myth map, Chase HQ, and Maps and the complete solution to Dizzy II. Plus the Hacking Squad's latest tips 'n Cheats.



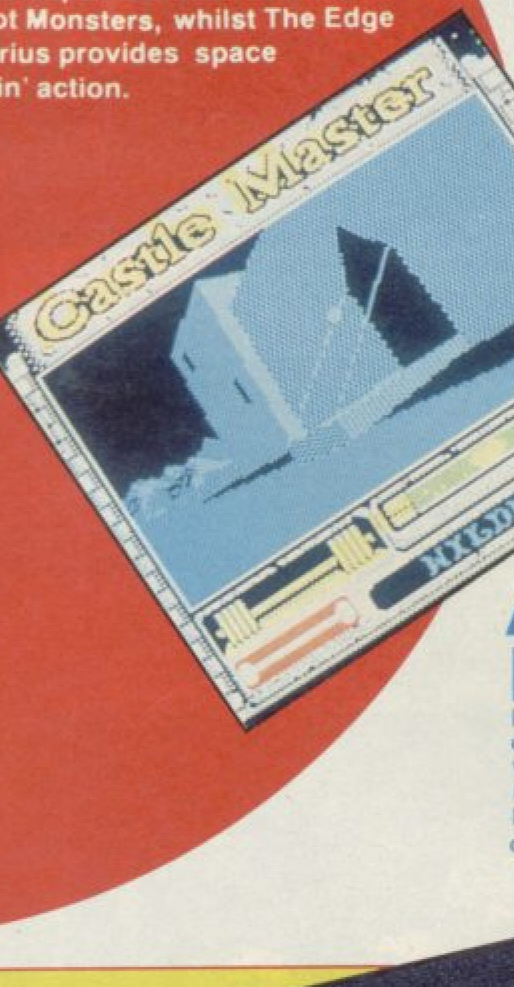
# ENTS


## CHECKOUT 50
Gadgets, gizmos, vids, toys and loads of lovely gear. All the new stuff in the shops, just for you, so Check it out (maaaaaaaaan!)





## PREVIEWS 76-81
In a packed previews section we'll be looking the latest from Domark with Klax, Castle Master and Escape from the Planet of the Robot Monsters, whilst The Edge & Darius provides space blastin' action.



## ABSOLUTE BEGINNERS 65
If you've just bought a Speccy and you're all divvy and you don't know how to use it, we've got a guide to starting up for all new readers. If you're and old reader, have a look anyway and it'll make you feel all brainy and superior




## GOSH, WHAT CAN I WIN THIS MONTH?


## A SLIMY SWAMP THING VIDEO 22
Get out your crayons, it's time to be Rolf Harris and draw us a yucky monst

## THE WEE-NIEST TELLY IN THE WORLD 32
Get on the phone now, don't delay, you may have won our brilliant colour telly.





## A SET OF WHOOSHY LASER GUNS 37
Dan Dare popped in the office this month, so we gave him a kicking a nicked his laser guns and now we're gonna give them to you.

## A PORTABLE CD PLAYER 57
Just when you thought it was time for the prizes to get crappy, we chuck a CD Player your way, you lucky bleeders

## FLUFFY 74
Garfield and Snoopy are here (yaah) and you can snaffle a big squidgy Garfy and pretend it's for your little sister, you big girl's blouse

# TAPE 25 MEGA

Ooooh, what's on wibbly Megatape 25 this month, girls and boys. Shall we have a look? Oh my good golly gosh, on the A side we've got Death Zone, whilst on the B side there's Space Harrier II. Let's tell you alll about them.

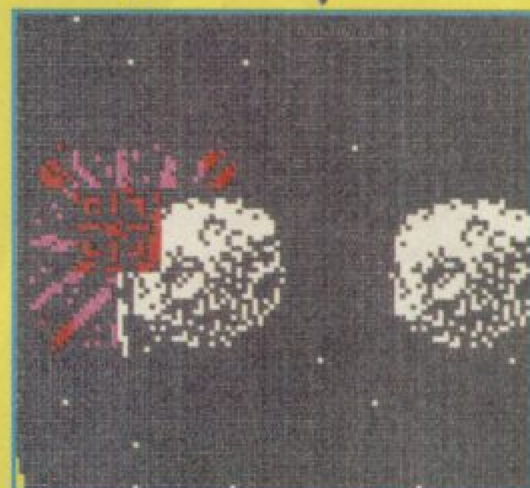



*DEATH ZONE*

Death Zone is a game that you won't find anywhere else because it's completely exclusive to Sinclair User. It was written by a chappie by the name of Paul Breed, who is a good mate of those fellas at US Gold, who gave us the game in the first place (cheers lads).

DZ is a good old space shooty shooty. Looking at the screen you get the impression that you're in a space ship looking out the window at the milky way as it floats by. Loads of lumpy meteors, rocks and other whooshy objects are hurtling towards you and it's your job to zap the blighters, which is not easy as they coming thick and fast.

A wee box on the screen tells you how many of your five lives you've used, and one at the bottom flashes up a danger



sign every time an extra large lumpy meteor gets too close. Kill everything in sight (which is not easy) and you'll get through to the next level of death, danger and destruction. And so it goes.

*CONTROLS*

You can play Death Zone with Sinclair Kempston joysticks or you can use the keyboard and redifine the keys if you like.



# AAAATAP

**OH GAWD BLIMEY, ME MEGATAPE'S WONKY**

Should your Megatape go weird then stuff it in an envelope and send it to Spool Duplication, First Ave, Deeside Industrial Park, Clwyd CH5 2NU with your name and address and they will send you a new one. Mark the envelope Megatape 25. Remember to include an S. A. E.



*SPACE HARRIER II*

Now here's something I think you're gonna like. A playable demo of Grand Slam's Space Harrier II. If you've never played this before, there's this chappie in space, let's call him Harry the Space Harrier (no, let's not - JD) and he's wandering through the wilderness, bumping off baddies on his way. He's stuck in this huge wasteland with just his trusty laser gun for company, and is trying to run to the safety of the mountains in the far distance. There are trees and bushes dotted about the landscape and it looks like crossing the wilderness is going to be well easy.




MEGATAPE 25





fold

Ah ha, that's where you'd be wrong. If he runs into any of the trees or bushes he'll fall to the ground and lose a life. So he has to either shoot the shrubs or dodge around them to save his skin. You can make him run along the ground or fly through the air (by pushing the joystick forward). As if that lot were not enough there are also flying alien thingies whooshing through the air accompanied by wierd floating rings. The aliens can be shot but you can't kill the rings, so you'll just have to jump out of their way.

Space Harrier II is a very fast game, so you lot better have your wits about you if you expect to smash and bash your way through the level we've stuck of tape for you.


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GAMES REVIEW!

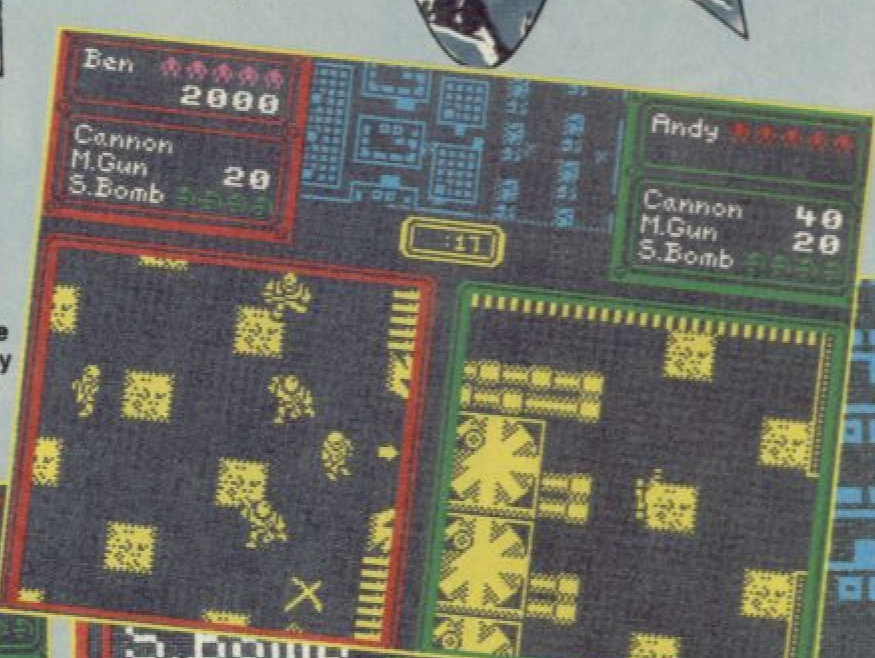
# CRACKD

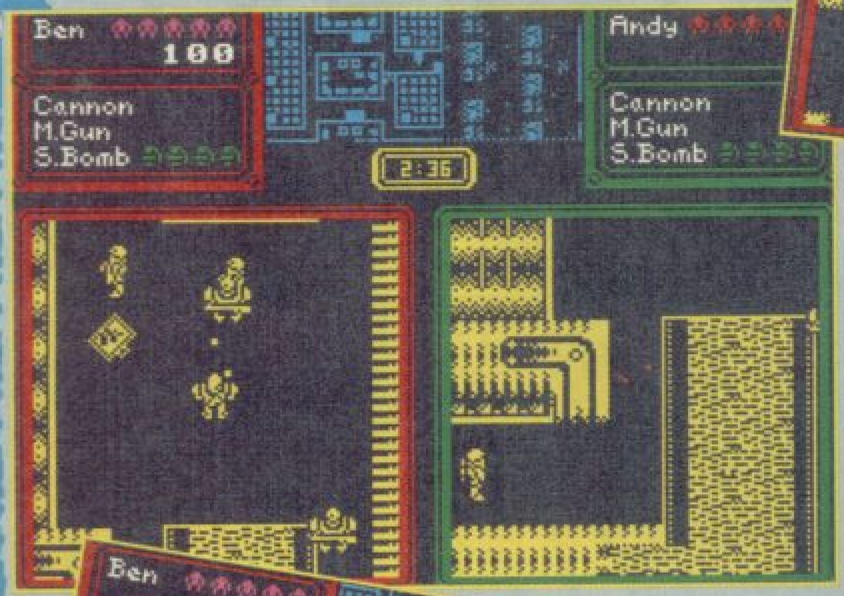
It's fast and furious and as it emerges blinking into the light of day, we bring you this exclusive review of Crackdown, the conversion of the hit Sega arcade game that allows two players to explore each level completely independently of each other.

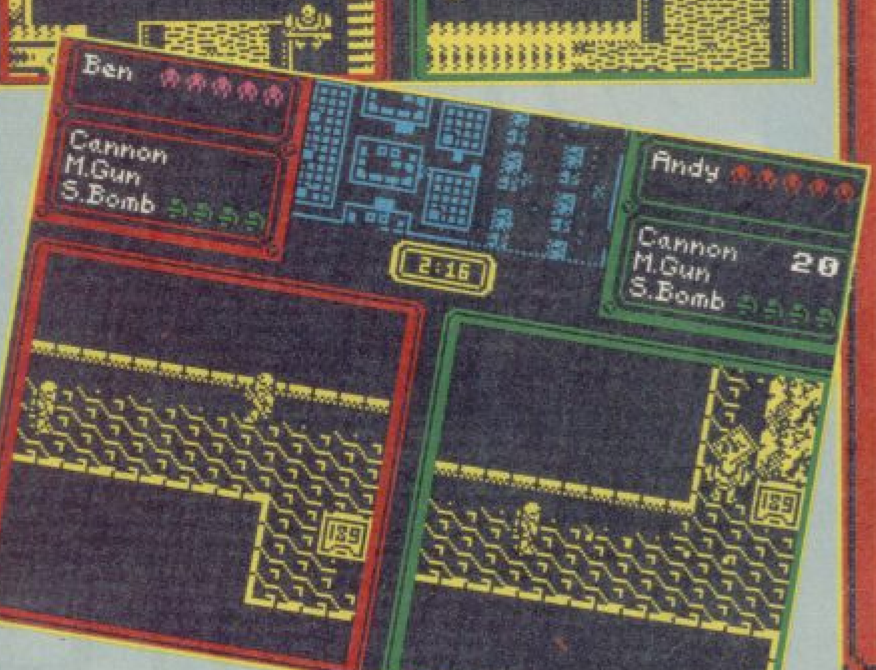
Crackdown has one or two players playing the roles of two futuristic mercenaries, Andy Attacker and Ben Breaker whose job it is to infiltrate and destroy the headquarters of the maniacal Dr K who is a dribbling lunatic thanks to his do it to yourself experiments in genetics. Unfortunately he's not enough jam butties short of a picnic to have built an army of Replicants who will take over the world unless our beefy heros can destroy them and their cracked creator.

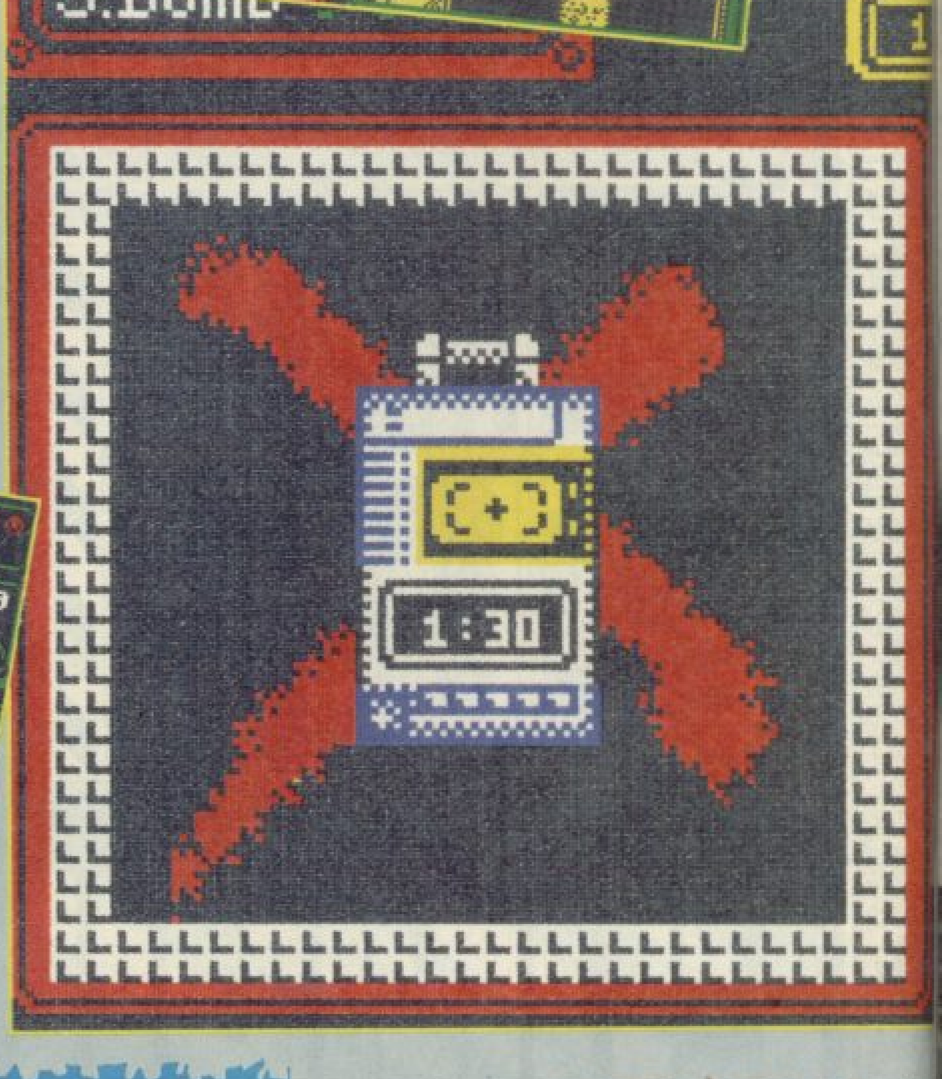
Each of the 16 levels is viewed from above with each player taking up half of the split screen. As you move around the play area, a map above the action screens shows each players position but due to the condensed size of the arcade version this only serves to show you your way and where the X's are.

Andy and Ben must lay



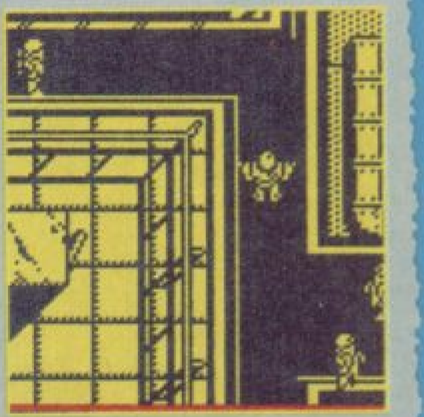



# DOWN

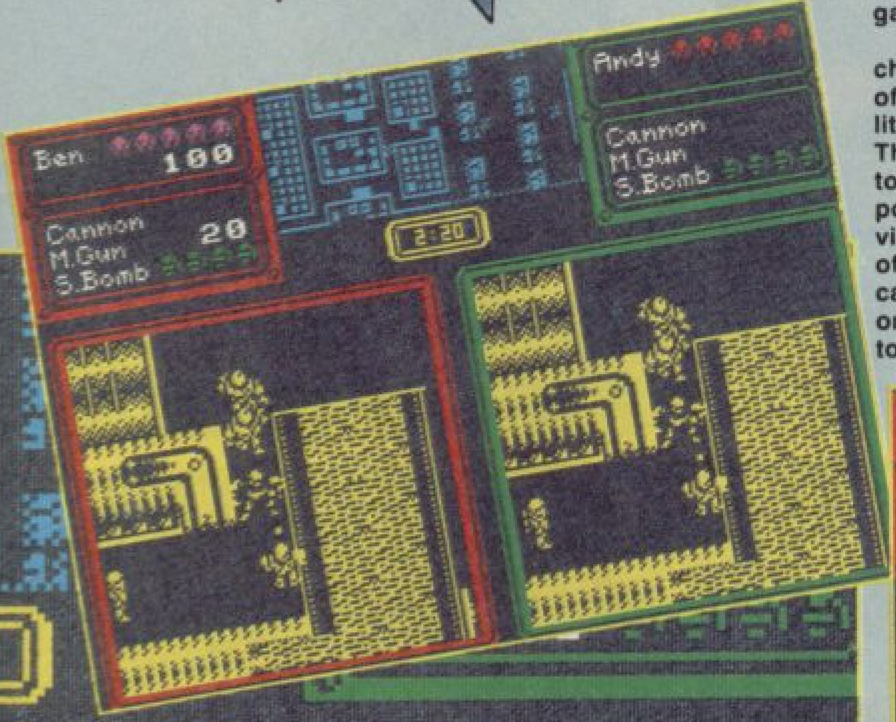
time bombs at each of the allocated positions before they can exit to the next level. X's mark the spot and walking over each one will place and activate the time bomb. Once they are all positioned you must exit at speed. If you don't make it out before the timer hits zero you'll loose a life and have to start the level from the beginning but on leaving each level you'll have to load in the next level. Oh no! A 16 level multi load all you 48K owners cry. "Na na, di na na, should've got a 128K Spectrum" taunt all the designer Specy owners. Well pooh to them too 'cos they'll have to load each level too! Luckily each load is only 8K so you won't have to wait too long and all the designer Speccy with 128K will have continuous music with the game.

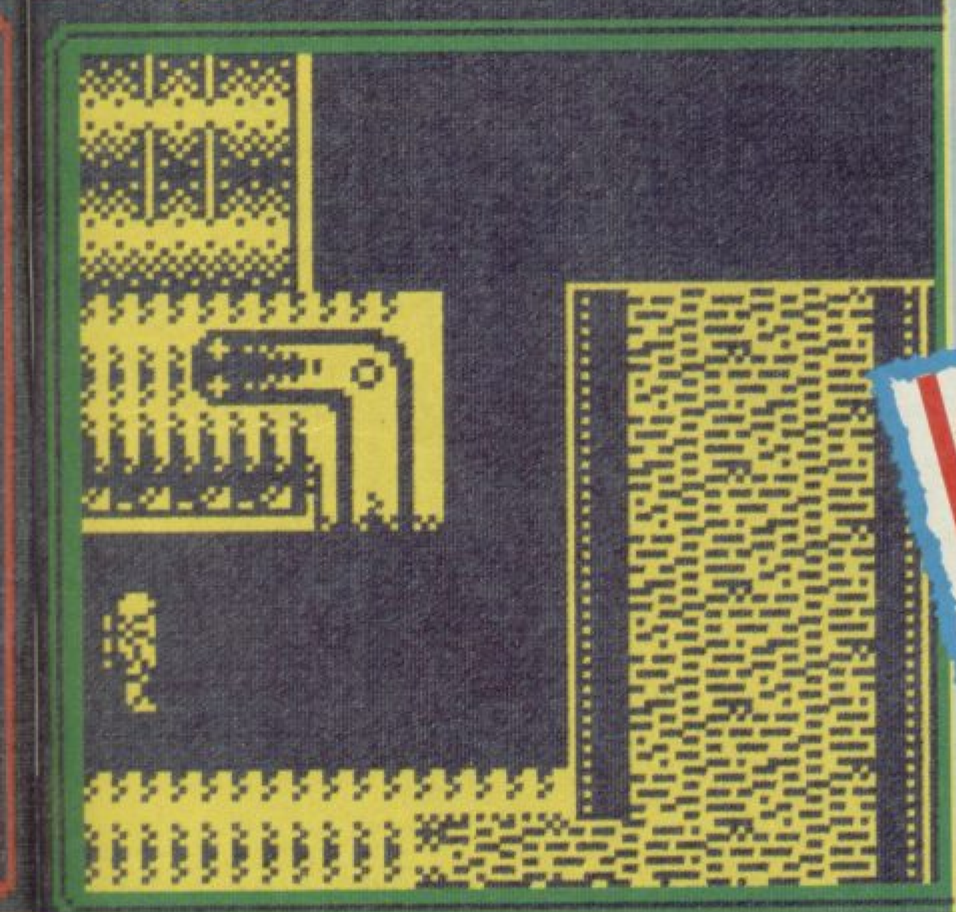
The game is in monochrome due to the complexity of the graphics but can be a little messy in some places. This is probably due to trying to get as near to the arcade as possible adding the unenviable task of cramming in lots of animation frames. Players can hug walls, fall down holes or even get washed away by torrential stretches of water.

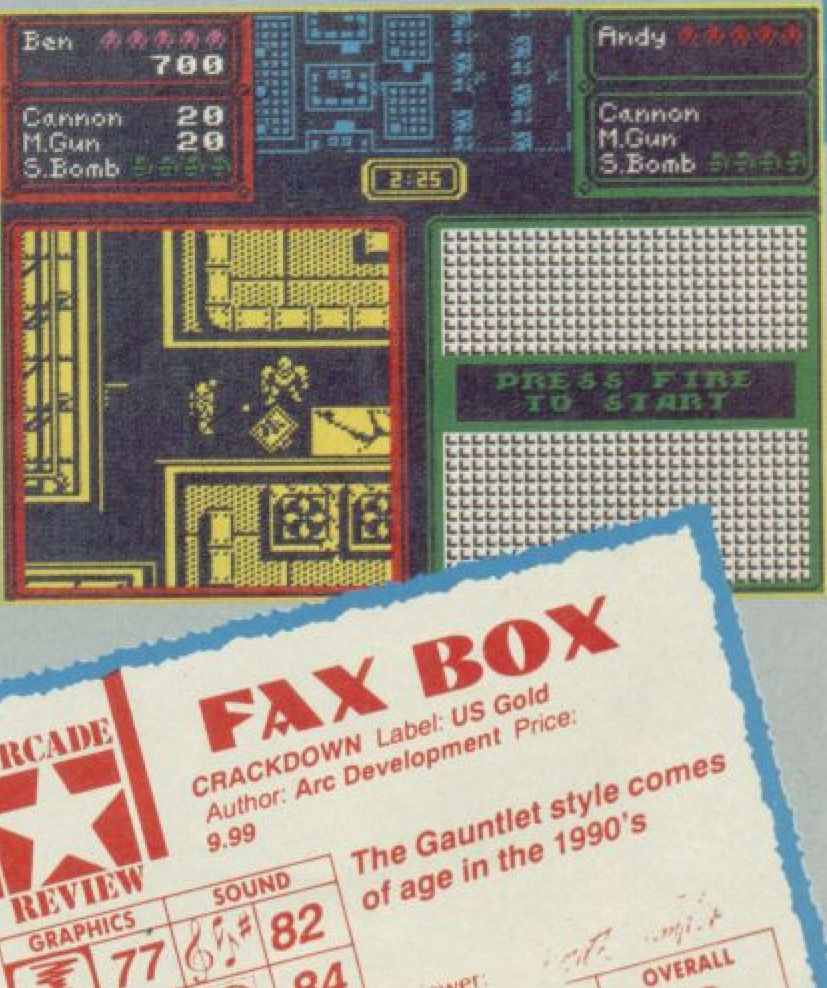
**GAMES REVIEW!**



The sound FX are okay and the music adds to the flavour of a game that shows the obvious progression to Gauntlet, giving players a Gauntlet style of game but increasing the freedom of the individual players. If you prefer to simultaneous two player games then Crackdown should take a worthy place on your software shelf.






## FAX BOX

ARCADE REVIEW

CRACKDOWN Label: US Gold
Author: Arc Development Price: 9.99

The Gauntlet style comes of age in the 1990's

| GRAPHICS | SOUND | LAST ABILITY | PLAYABILITY | OVERALL |
|---|---|---|---|---|
| 77 | 82 | 84 | 84 | 83 |

Reviewer:

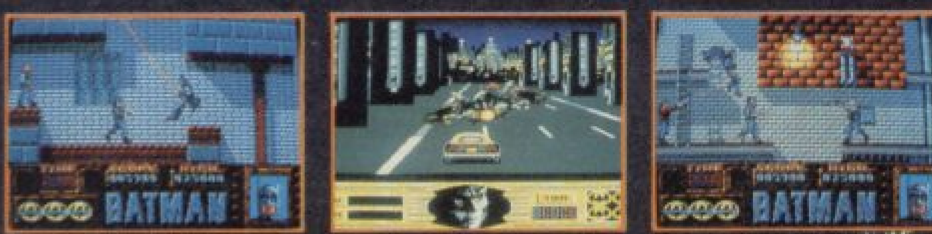
**JIM SEZ: 79%**
*Complex plan view action a little heavy on the eyes.*

**BATMAN** is a shadow in the darkness, as elusive as a dream. High above the seamy streets of GOTHAM, he is a criminal's nightmare. The only hope for a desperate city – BATMAN.

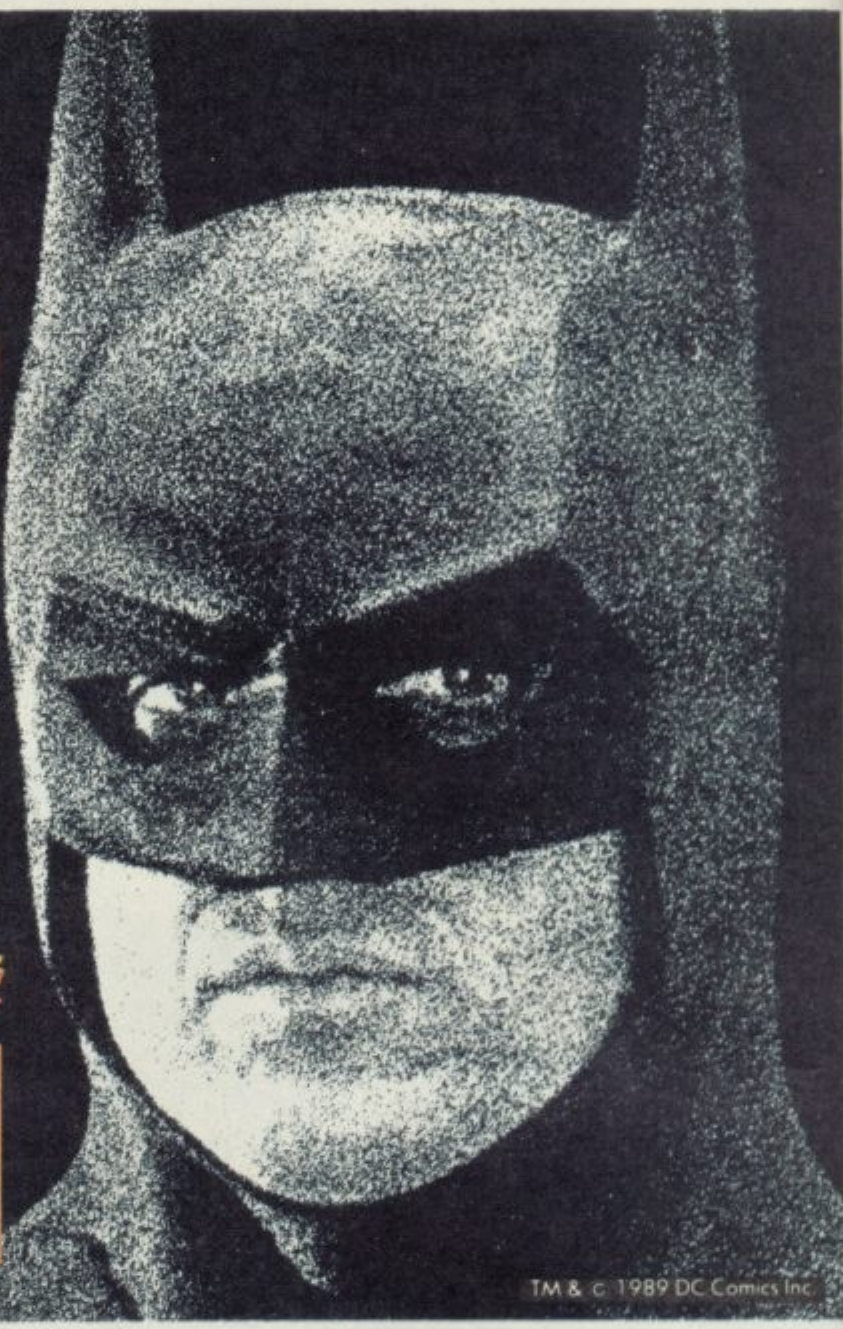
"Go with a smile and get this extravaganza (probably better than the film!) What a game! ...another excellent movie tie-in from Ocean." Crash

"One of the year's best C64 games! THE Film tie-in for quality, presentation and slickness. A wonderful package with an incredible atmosphere to match." Zzap

"a faithful, supremely well executed and generally wazzy film conversion as you could ever hope to see" Your Sinclair



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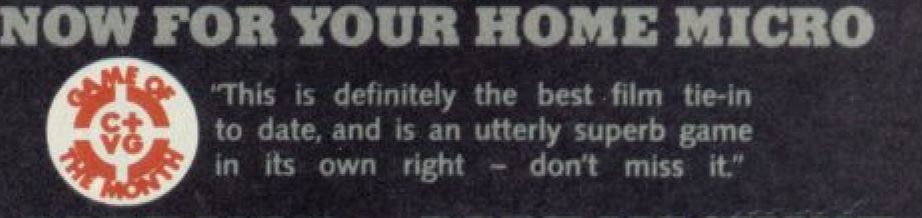
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# DIRTY TRICKS DEPT.

## HACKER OF THE MONTH

He's the first and so he's the greatest! Paul Kerton of Gloucester, has sent in complete solutions and maps for all three of the Dizzy adventures. We're only going to publish Treasure Island Dizzy this month, but next month we'll have them all for you. I'll be getting in touch with our Pauley to congratulate him personally and get his details for his Hacking Squad Certificate. Will I be hacking into your house next month? Send in your tips, maps and hacks for the "Squad". Remeber, only the trickiest are good enough for... The Hacking Squad.

Well how di do de! Things have taken a bit of a turn for the worse lately. The seedy horrors who run Sinclair User have decided that I must become a Jim clone. So far I've refused the girly quiff haricut, refused to drink more than half a pint of vodka a day and stood firm on the prospect of having to shave more than once a month. After all, with the amount of tips I've got coming in from the brilliant Hacking Squaders, I need all the time I've got to send out software to all the pokers, tipsters and mappers there are out there who are the very frist members of "The Hacking Squad".

## NIGHTMARE RALLY

Remember This from the January issue? Well here's a simple cheat for it from David Twiddle for Hull. Define the keys as Q, A, O, P, (up, down, left, right) and space for fire and press Q, O, P, fire, and it will take you through your current level. Matthew Clarke on the other hand just presses the full stop. Welcome to the Hacking Squad boys! Watch your postboxes for your hacking squad goodies!

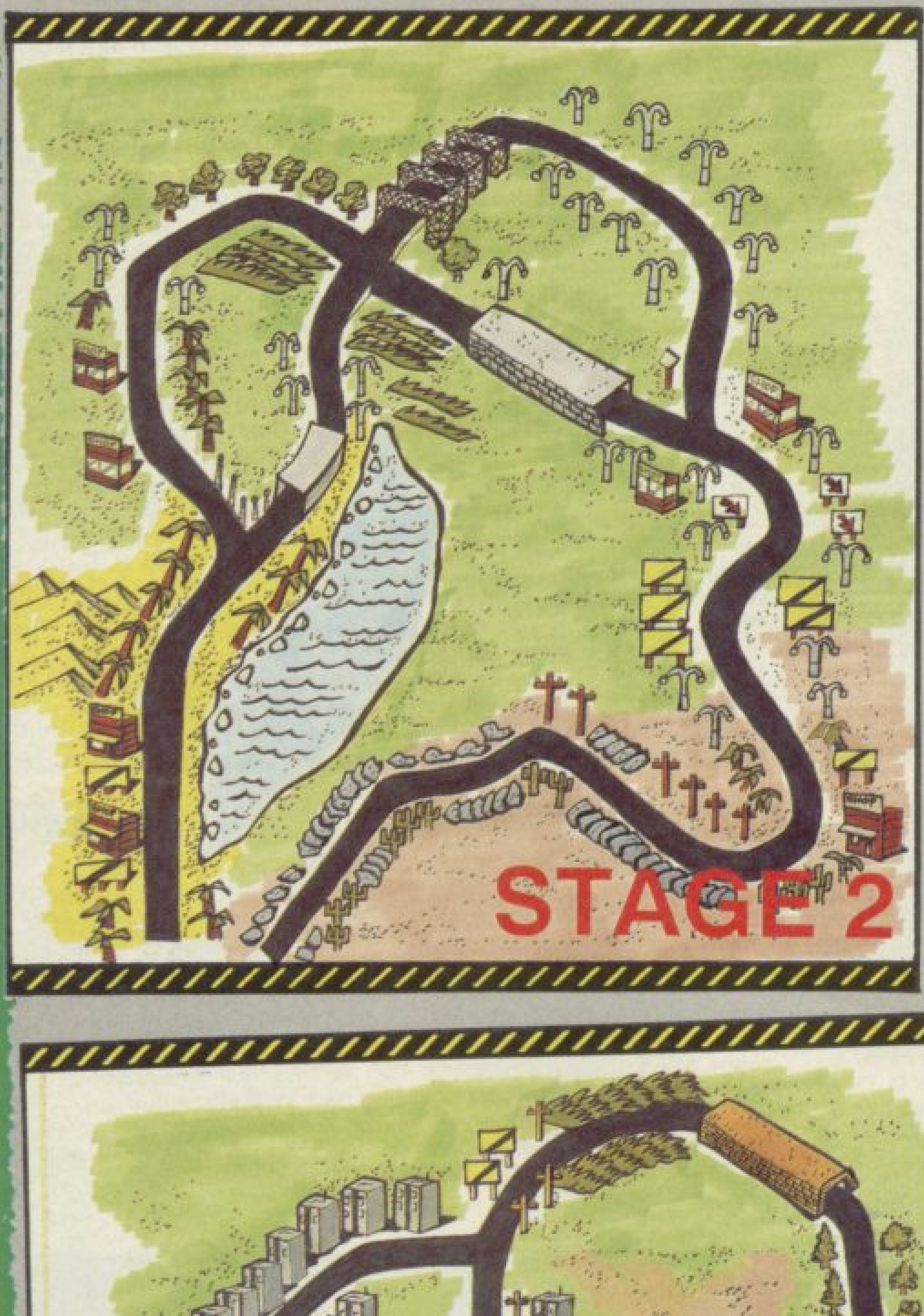
## LOST CITY PART 2

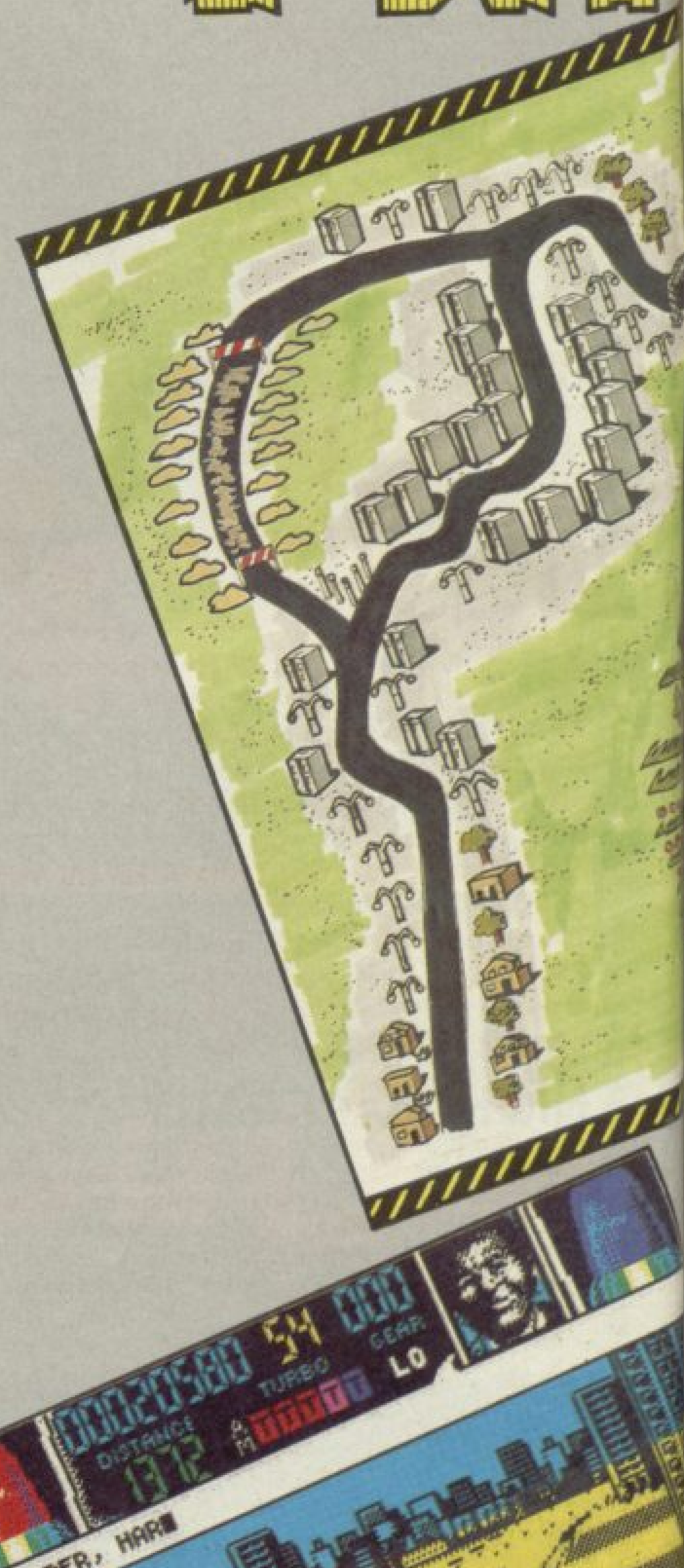
Well judging by letters I've had it would seem that you all just want the absolute solution to this one. In the last issue I left a little bit out. (I mean, where's the fun if it's all done for you!) I said to examine the fountain. Well you should have realised that something was up when you had the not so standard reply "A cursory glance reveals nothing." What you need to do is "Examine fountain carefully." This reveals the key and means that you can continue to solve the adventure. Anyway, here's the last part of the solution....

Okay, you've got the key from the fountain and continued through the adventure to where we left off in the last issue. Now, drop key (What! After all that trouble?), get peach, go down, w, nw, plant peach stone, break phial, up, n, w, what does Posiedon want? Well, give it to him. Okay? Now, go north, ne, get mace, sw, s, s, smack the crab (with a handy weapon that you have), s, climb into boat, look in boat, get dust out of boat, row, w, s, s, examine pebbles (and take note of the reply!), get parchment, n, n, jump river (yes, you can do it!), throw dust at demon (if he's here - if not he'll be hovering nearby...) Have you annoyed the demon? Once you have go west, w, examine leaves - carefull now!, go down, drop parchment, light parchment, invert hourglass and just keep pressing enter...and Presto!

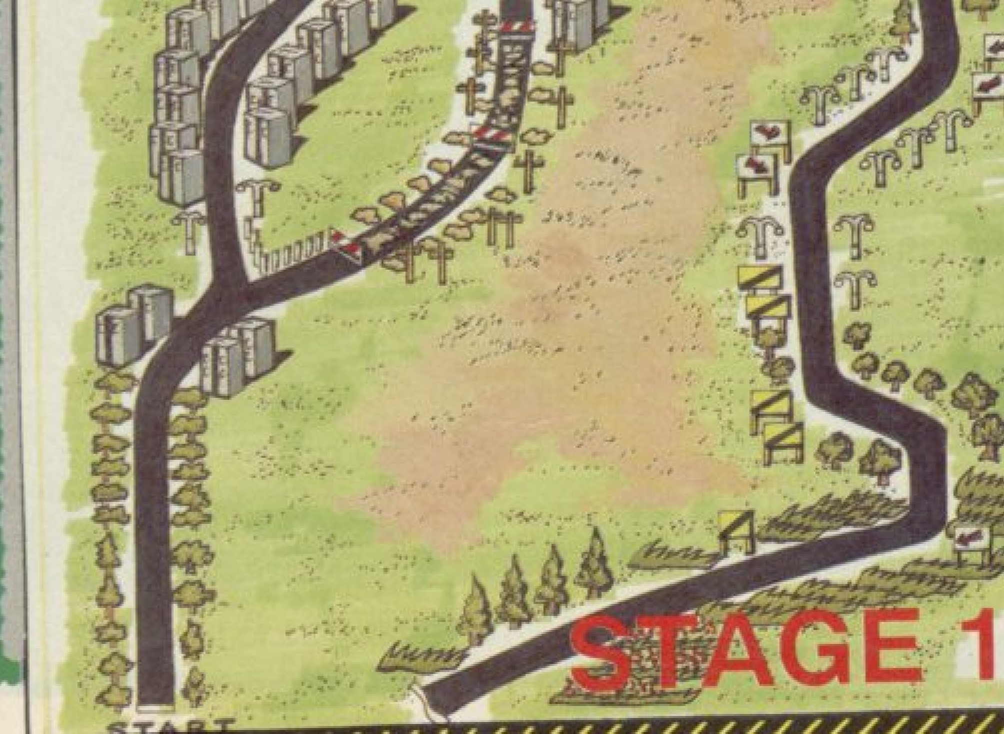


# DIRTY TR





# CKS DEPT.









## CHASE HQ

STAGE 1
STAGE 2
STAGE 3
STAGE 4
STAGE 5
GENERAL TIPS

Chase HQ relies heavily on getting to the criminal's vehicle as fast as possible. Don't slow down for corners - use the low gear to brake and slap it back into high as soon as possible.

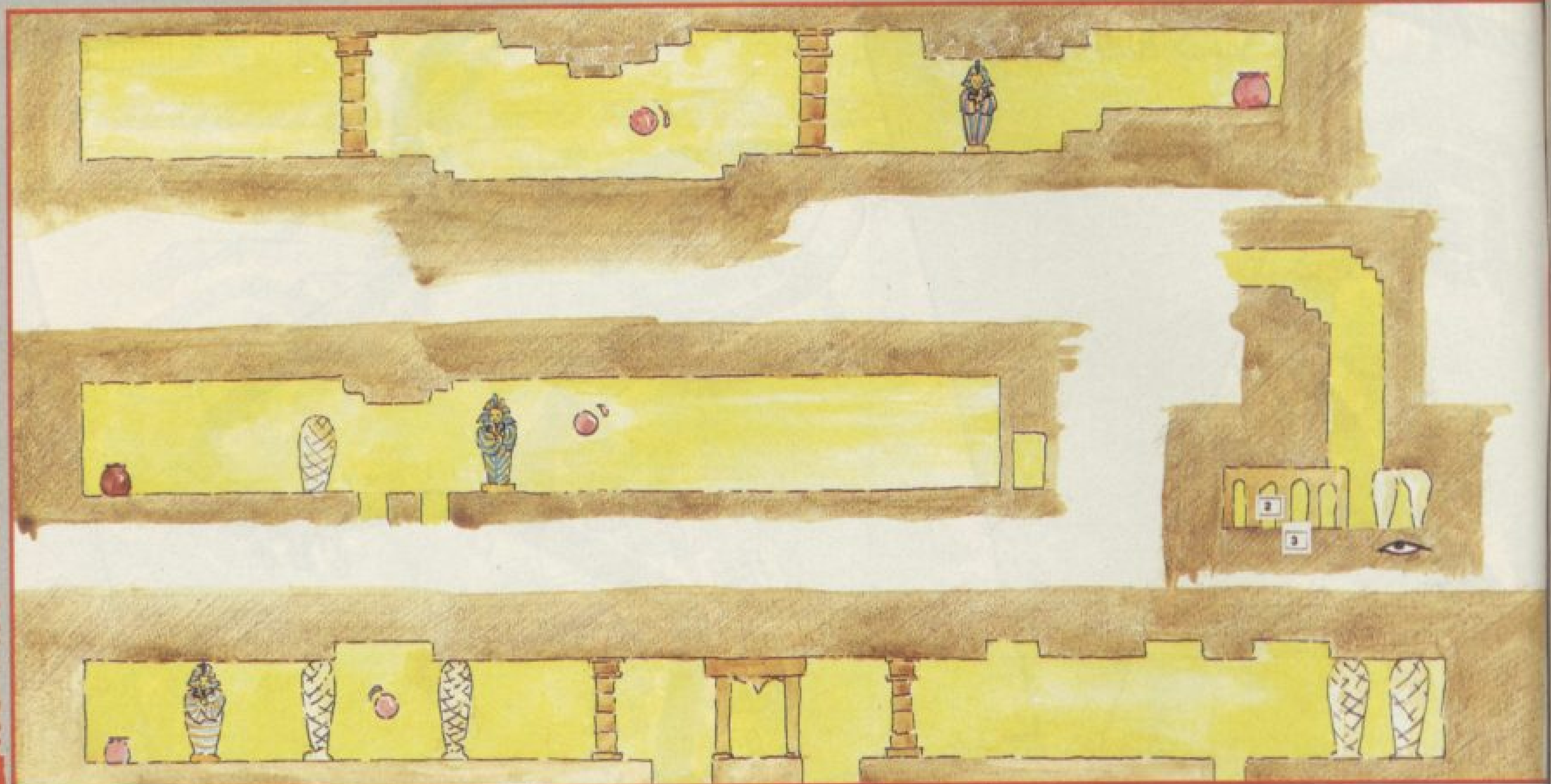
On all stages it's best not to use the Turbo until you've got the criminals bottom stuck in your wheel arches. Watch your distance counter - if you're pretty close with only seconds to go then use the turbo once.

On later levels (3 or above) use the turbo once before you get to the criminal and always follow the arrows or the helicopter as they show the shortest route.



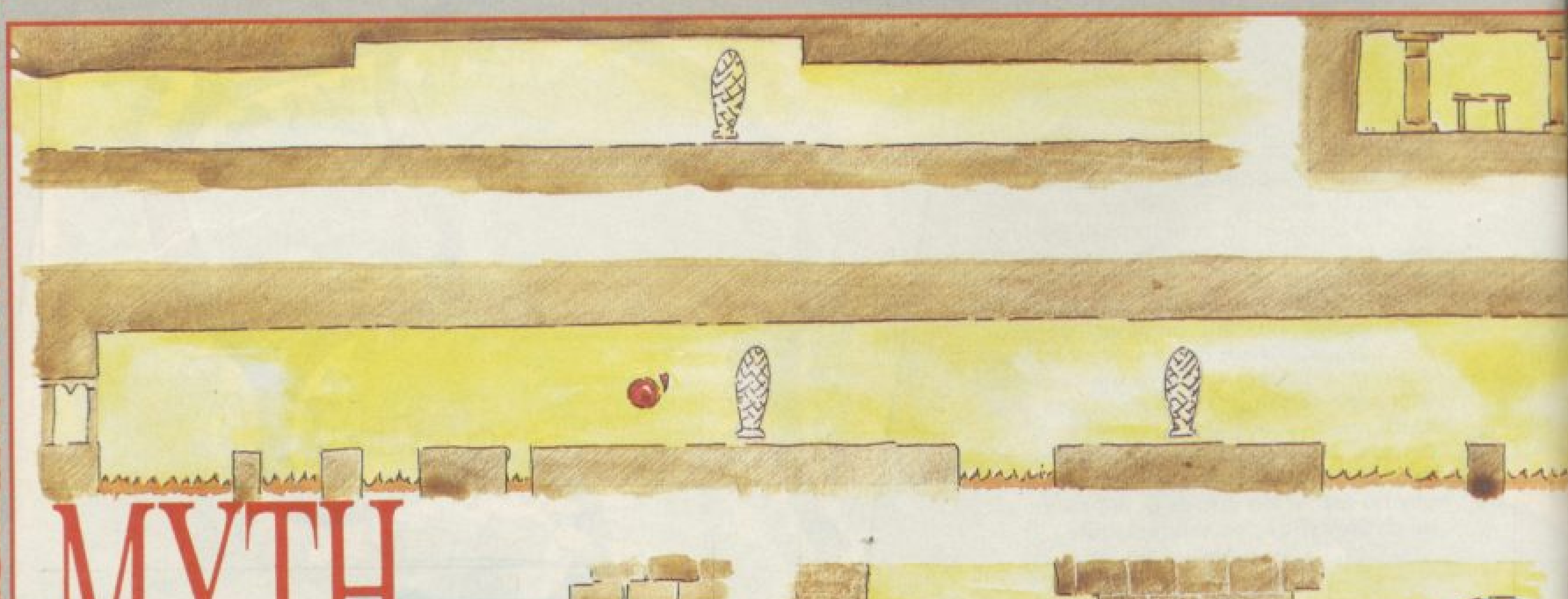

# CHASE H.Q.

# DIRTY TRI



***Level 4:** Shoot the base of the pyramid twice to get in. Bend under the different arches to get to different places in the pyramid. if you find the symbol of a cross with a loophole, go to the place with a similar symbol in the ceiling and - hey presto! - wait until your lives are replenished.*

**NOTE: Whenever something moves under your feet, you'll can be sure something nasty is afoot. Level 5 is an arcade shoot-out, so no map, we're afraid!**



# CKS DEPT.






CAPTIONS DIZZY II

KEY

| | |
|---|---|
| A | BAG OF COINS |
| B | GOLD COIN (May be hidden!) |
| C | GLASS SWORD |
| D | RUBBER SNORKEL |
| E | SINCLAIR (AB)USER!!! |
| F | VIDEO CAMERA |
| G | INFRA RED DETONATOR |
| H | TUBE OF TOOTHPASTE |
| I | CURSED TREASURE |
| J | EMPTY CHEST |
| K | SPADE |
| L | DYNAMITE |
| M | AXE |
| N | BIBLE |
| O | MICROWAVE OVEN |
| P | EMPTY BUCKET |

Here's the solution to Dizzy II. Remeber you must collect 30 gold coins before you leap into the boat. The coins are marked on the map and you probably know where several are however, just to make it a little harder, the hidden and un-dot! Well it wouldn't be right if it was too easy!

Uncover coin, get chest and drop by cliff. Go and get the snorkel. Get detonator, go and get sword and then go to mine and drop detonator in front of samll rocik.

Now, go and get the video camera and then return to the start. Drop camera, sword and snorkel and pick up the sword and then the snorkel. Enter the water and get the spade. Drop spade on the wob-bling rock and then climb into the bubble...

Drop sword on grave, drop snorkel take axe. Go right and take the bible, return to snorkel. take it and enter water. Go left until you reach the bridge.

Drop axe in middle of the bridge, drop bible and snorkel. Take bible, then snor-kel. Go down to get some more coins.

Back on the bridge, drop bible, go to start and drop snorkel and treasure. Take teasure, camera and snorkel and go through the water until you reach the store.

# DIRTY TRICKS DEPT.

## JOIN THE DIRTY TRICKS HACKING SQUAD

**If you want to get into Garth's Hacking Squad and win yourself some prizre software, a hacking Squad badgeand a certificate of trickiness then put your hints, cheats, pokes and maps into an envelope and send them to THE HACK ING SQUAD, SINCLAIR USER, PRIORY COURT, 30-32 Farringdon Lane, London EC1R 3AU**




Drop teasure and video camera on the storekeeper (ouch!) and get the boat and motor to take to the pier. Drop boat and motor and drop snorkel. Take key then snorkel and go left to grave. Get coin go right and drop key on the half barrel. GO down and drop snorkel, take macrowave then snorkel and then go and get the dynamite.

Cross water again, go to mine. Drop dynamite mext to big rock. NOw drop detonator. Kerpoww!! Get bag of gold coins.

Return to start with snorkel at bottom of list. Go to store and trade bag of gold and microwave. Take the petrol and ignition key to the pier and drop them. The boat will move now so jump on and walk right. Presto you've done it!!





## POKE CORNER

Gareth Teague, and James Cameron suplied the following:

### ROCK AND ROLL

41423,0 Lives

### GALAXY FORCE

47542,35 Lives

### TOOBIN

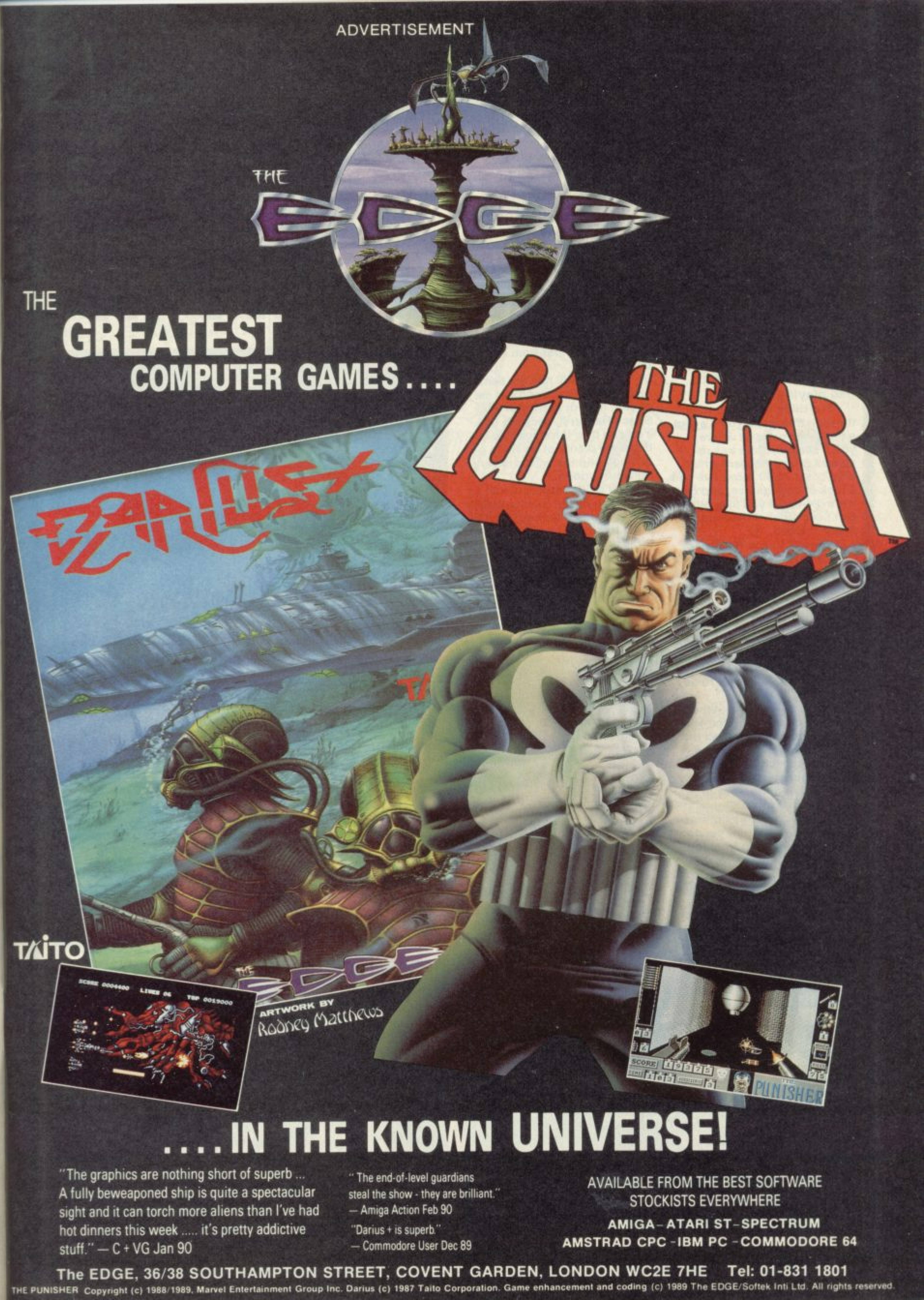
61721,0 Lives

### CHASE HQ

39937,0
47621,0 Lives

### TURBO OUTRUN

40914,0 Lives



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GAMES REVIEW!

# SPACE HARRIER II

What's going on? I don't understand? Can somebody please explain. Here am I reviewing Grandslam's Space Harrier II which costs £9.99, and I'd like to tell you all how good it is, and how much fun I had playing it.

The thing is, as you read through this issue you'll eventually get to page 82 where you'll see our Chris has reviewed *Space Harrier* I which only costs £2.99. Now, I've had a look at both games, and call me a div-ead if you like, but I can't see much difference between the two.

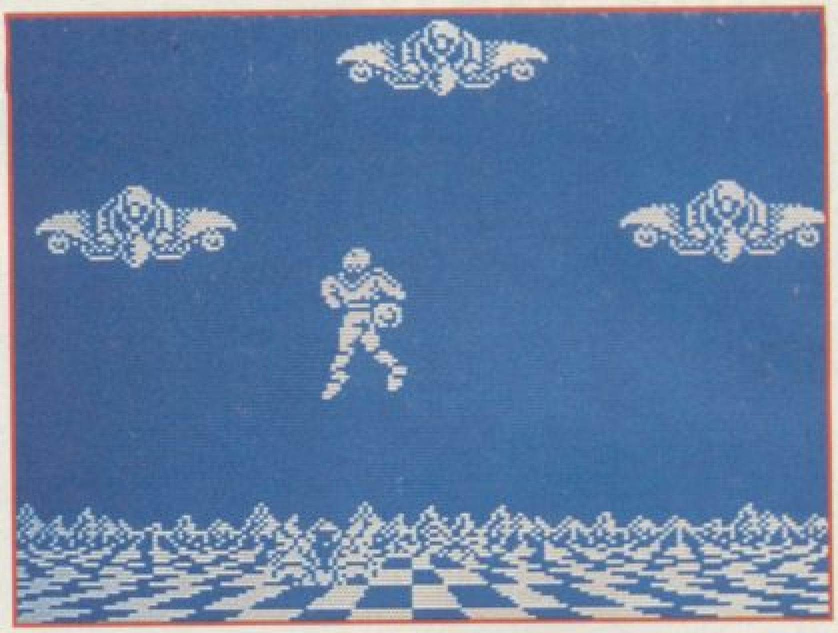
You are Space Harrier. You're stuck in a Fantasy Land made up of 12 levels. You must run across the chess-board patterned ground towards the mountains shooting trees, bushes, creatures, floating rings and end of level monsters with your laser gun until you have got rid of Dark Harrier, the nasty man who rules the land.

I have been told that the graphics on the full price version are much better than the budget. Also, there's some sampled speech, and the end of level monsters look slightly different. And, whereas in Space Harrier I the monsters came at you from the bottom of the screen, the new version has them coming in from top AND bottom (wippee-wow!).

Apparently, another major difference is that *Space Harrier II* is a conversion of the Sega Megadrive game and not a conversion from the coin-op, like Space Harrier I. Oh yeah, so where did they originally get the material, if not from the coin-op?

Sorry, it still has the same feel to me. Now, don't get me wrong, it's not that I don't like Space Harrier II, because I do. You can play it for ages as there are plenty of levels to get through and the action is very fast and furious.

The only problem is that I really don't want to encourage you to spend a tenner on something that is just as good for three quid because it makes me feel like a bit of a cheat. It all would have been perfectly fine had those sneaky sods at Elite not thoroughly stolen Grandlslam's thunder by releasing a virtually identical game for a third of the price..








ARCADE REVIEW

## FAX BOX

*Label: Grandslam Author: Inhouse Price: £9.99/£14.99 Memory: 48K/128K Joystick: Various Reviewer: Alison Skeat*

| GRAPHICS | SOUND |
|---|---|
| 68 | 70 |
| 73 | 79 |
| PLAYABILITY | LAST ABILITY |

*Good game, shame about the price*

Reviewer: Alison

OVERALL 75



# SAM hits the Street!

**See the exciting new SAM Coupé Computer at your local computer store now!**



# THE RETURN OF SWAMP THING

If you wibble off down to your local video shop today there's a new treat in store for you, and no mistake. The *Swamp Thing* has returned, even though we don't actually remember him going in the first place and he's on vid, especially for you.

The blurb on the case is great, just listen to this, "He's wacky, he's wicked, he's back! He's got a grudge 'cos they turned him to sludge". Can you believe this stuff?

Apparently, there's this nutty doctor who's attempting to concoct a rejuvenating potion for himself, and along the



way he's tried it out on various human guinea pigs and turned them into mutants (shame).

That's how Swamp Thing became Swamp Thing, after a touch of the rejuvenating slop. Now he's coming back to sort the dastardly doc out and boy, is he mad (the Swamp Thing, not the doctor, he's just nutty).

Trouble is the doc has a slinky daughter and Swampy's got the hots for her, so he's torn between bashing up dorky doc and snogging the girlie.

Sound like rippy great jolly slimey fun to you? Yep, well you'll be wanting a copying of *Return of the Swamp Thing* then, won't you? And you've come to the right place be cause we've got five copies to give away to the winners and five slimey sweatshirts to the runners-up.

Let's tell you what you have to do to win such splendid prizes. We want you to draw us a friend of Swamp Monster - he can be big and scaly or weeny and weasley - the choice is yours, just make sure your monster is creepy and scary. When you've completed your masterpiece, cut it out with the coupon and send it to 'Return of the crap monster drawing', SU, 14 Holkham Road, Orton, Peterboro P62 OUF. Entries must arrive before March 31st 1990.

Name ______________________ Age ______

Address ______________________

______________________

Post Coue ____________ Tel No ______________

**RULES No employees of EMAP or Medusa Video may enter this competition. The Editor's decision is final and no correspondence will be entered into. No responsibility will be taken for entries lost in the post.**


COMING SOON TO YOUR LOCAL VIDEO STORE
– BOOK NOW!
HE'S GOT A GRUDGE, 'COS THEY TURNED HIM TO SLUDGE!
HE'S WACKY! HE'S WICKED! HE'S BACK!
THE RETURN OF SWAMP THING
STARRING
SARAH DOUGLAS
LOUIS JOURDAN
HEATHER LOCKLEAR
Medusa PICTURES
A MEDUSA PICTURES RELEASE
15

GAMES REVIEW!

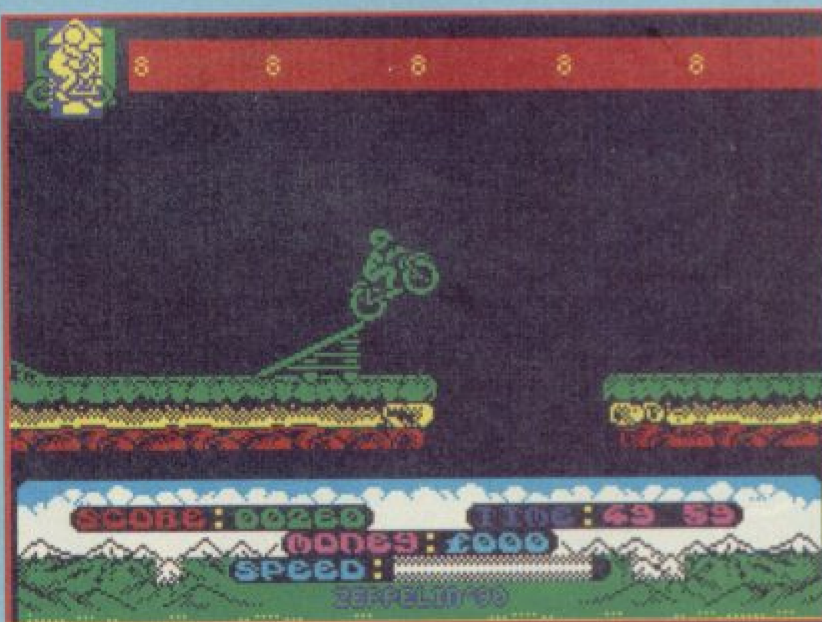
# MOUNTAIN BIKE RACER

A little competition. Look at these screenshots of Mountain Bike Racer and see if you can work out what they remind you of. When you've figured it out, write it on a postcard and send it to Zeppelin, or on second thoughts don't bother.

They must realise perfectly well that MBR is staggeringly similar to Gremlin's Motorbike Madness; take the engine out and it's practically the same game. This is a pity, since Zeppelin started off doing very original stuff, and it would be a pity if they ended up resorting to pinching concepts from other companies.

Anyhow, rather than just referring you to the review of Motorbike Madness, here's the idea; you control a mountain bike pedalling furiously left-to-right across a scrolling background. Different sorts of terrain and obstacle require different techniques; for brick ramps you have to pedal very slowly, for stone ramps very quickly, for jumps you need a lot of speed and a jump, for bumps you need a particular wiggle - you get the idea. To make life difficult, you get a ramp followed by a gap followed by a lump, and that's one level one, Easy-Peasy!

Finish a level and you get to visit the nice young lady in the bike shop - depending on how much dosh you make for finishing the level before the timer runs out, she'll sell you lots of nice bits for your bike -









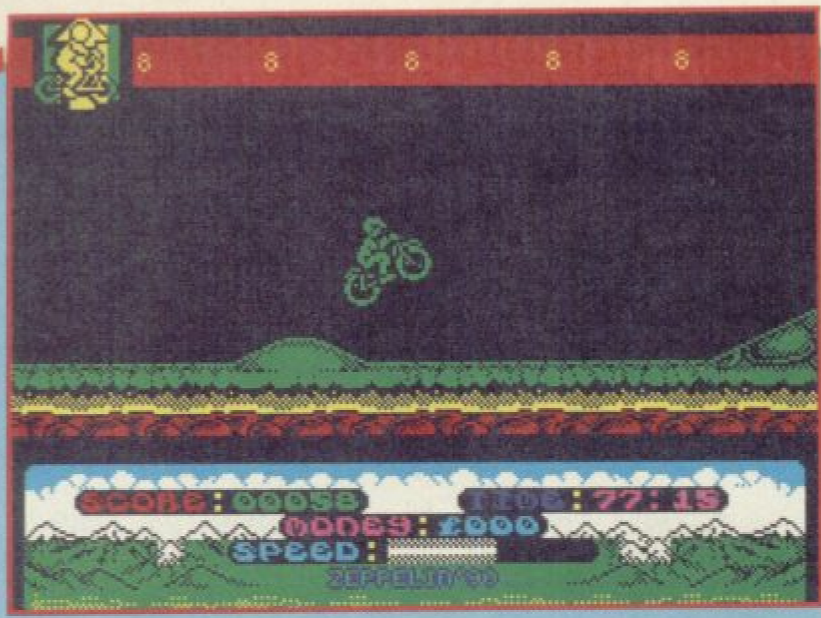
# WORLD SOCCER

As the eleven thousandth soccer simulator to be published, World Soccer would have to be something special to jerk me out of my lethargy, especially since I normally HATE footie games. So what got me interested in World Soccer? Well, it's a tad more artistic than your usual management mess full of league tables and endless statistics.

To kick off the boring lists of statistics are there; the players, the league tables, the results. But the selection screens and inter-screen twiddly bits are remarkably arty. It's also written by someone called Derek Brewster, who Zeppelin describe as a 'former celebrity' - eh?

The games is partly icon-driven, with a hand-shaped pointer selecting from your ten options on the main screen. Bank brings you an account (tee-hee) of your financial status, the amount you have stashed and your wage bill. If the situation is dodgy you may have to flog some players to get in the black. The ON AIR option allows you to choose whether you get running commentaries of the matches; Medic shows which players are crocked, and Scout advises you which aspects of your performance need propping up by a wise player purchase.

Sell Players allows you to lay off some of your duffers, while League position shows you the curent league table. Team Selection allows you to choose your squad, First Eleven shows the one's you've picked for thematch, and Match PLay actually lets you play a game. You might be disappointed to leqrn that you don't actually get to see the match, just the boring commentary from ZTV pundit Joss MacDonald - this is much more entertaining switched off, so the matches actually play themselves

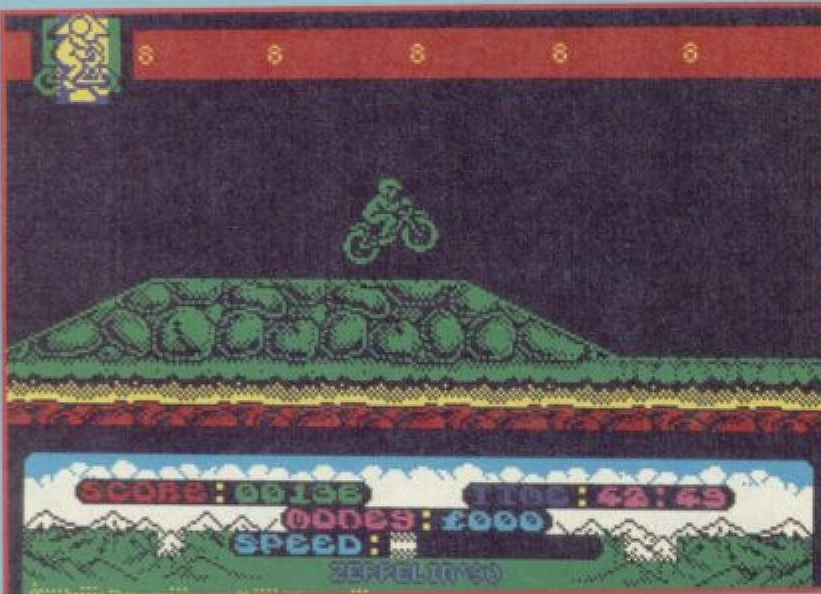





ice chains, oil, new tyres and like that. No Batman radio, I'm sorry to note.

Level Two looks remarkably like Level One expect it's a different colour, and there are twelve levels in all.

Nice clean graphics, precise joystick control, decent sounds and a tough old challenge; a pity it isn't more original.




## FAX BOX

ARCADE REVIEW

Label: Zeppelin Author: Stephen Anderson & David Taylor Price: £2.99 Memory: 48K/128K Joystick: Various

*On yer bike! I've seen this before somewhere!*

Reviewer:

| GRAPHICS | SOUND |
|---|---|
| 60 | 74 |
| 70 | 65 |
| PLAYABILITY | LAST ABILITY |

OVERALL 69

through to a result without interruptions. At half time you get to choose substitutes, and after a round of matches has been played you get another look at the league table.
It's all very entertaining until the novelty of the pretty icons dies away; then you're left with a straightforward and rather repetitive management game which will probably never make you gasp with excitement. Probably for complete footie-heads only.






## FAX BOX

ARCADE REVIEW

*Label: Zeppelin Author: Derek Brewster Price: £2.99 Memory: 48K/128K Joystick: various Reviewer: Chris Jenkins*

*Another muddy, bloody footie simmie*

Reviewer:

| GRAPHICS | SOUND |
|---|---|
| 87 | 56 |
| 60 | 54 |
| PLAYABILITY | LAST ABILITY |

OVERALL 59

# the writ



JIM

## DYNAMITE DUX

This letter concerns the game Dynamite Dux. And, even though I shiver at your uglyness, I must actually commend you on a fair and just, in fact totally sponditious review. The sound is good when you cock the head things into the next outer nebulus and the graphics are detailed.

Okay, yes, the graphics are monochrome and on L3 slightly, "bleearge" woz this? But on the whole good. I think though time should have been spent making a 128K version. Maybe a splish of colour here and a splash of in-game-music would have been nice for dinner.

**Andrew Morton Shadwell, Leeds**

PS You vile, smelling, stinking, Blob, I have seen that lipstick on your neck every month, how about a little wash for unc Andy?

PPS Since when has "ducks" been spelt "dux"? Is it some sort of oriental spelling, oriental ducks or is it just that our modern world can't spell?

## POWERDRIFT

79%! 79%!!! Are you mad Douglas? This game is totally wicked!!! It deserves at least 90% and a couple of classics lobbed in as well! If somebody decent had reviewed it, eg....erm.... (I just remembered. All the reviewers in SU are crap!!!) In the fax box it would say "Power Drift, the most wellard thing since Tim Noonan" oops! misprint!) Wonky 3D graphics! Look here matey! When yer spinning around at 1 revolution per 0.1 of a second. You don't notice!!!

Oh yeah! And getting bumped off after a tiny knock. Well it's not our fault your crud at it!!! Sound 65% What were you doing? Playing it in 48K mode! the 128K sound is wicked! especially when you go down hill and the music speeds up. Graphics 65%! Ahh! Go and jump off a cliff!!! (please!) Oih! You lot! If you haven't got this game, buy it!!!

**Dan Gavrovski Deanshanger, Milton Keynes**

PS Chris you're a jip!!! PPS Al's wellard!!!

- ***Whatever happened to the charming people we see in the adverts for Milton Keynes, Dan? We maintain that Power Drift pulls through on gameplay alone. Think about it. Aren't the graphics just a bit ropey? When you start driving for real, you'll realise that you don't fly off the road at the merest hint of contact with another vehicle. Next!***

## SHINOBI

I bought Shinobi before your review, not that it makes any difference. So I decided this letter would not be long, it would be in the form of a song!

This song is in the form of a RAP, About a game which is very CRAP, The game is Shinobi by VIRGIN, The place it belongs in the DUSTBIN, It is converted from the ARCADE, Which is great and I really PLAYED, But on the computer it isn't very GOOD, To put it mildly it's a load of CRUD , (?) The graphics are jerky, the keys don't RESPOND, The game belongs in a POND, Your reviewers must be (Yuk!) BROSSETTES, They think they are very cool jet SETS, If future I won't waste my MONEY, I'll buy a video staring someone who is FUNNY!

**Luther Jones Sutton-In-Ashfield, Notts**

PS Kill Wayne Smelly, bring back Tamara Howard and put more Ocean games on the megatapes. Ie. Transversion please!

- ***(Wheel on cronky rap backbeat)***

- ***LLlisten up sucka you got it WRONG! You're talking nonsense in your SONG! When convertin' from the ARCADE, Some compromises must be MADE! Virgin M. made a good ATTEMPT! It's not something you should RESENT! Wayne's just a part-time "member" of STAFF! And Tamara now works on the TELEGRAPH***

## JOE BLADE

Why the *!?@ have you not done anything, not even a snippy, on it. Joe Blade is an excellent game and the graphics and playability is cool. You can play Joe Blade for ever and ever. The object of the game is to save 6 hostages from this bloke and helpers of this bloke, Krax Bloodfinger. You can go round for ever finding keys or uniform but never a hostage or spare ammo or even food. But it is a very, very good game. Mind you the background is very, very poor.

My Marks Playability 60 Lastability 59 Graphics 61 Sound 78 Average - 64.5 rounded off 65% LUSH.

**Jamie Burns Dartford, Kent.**

- ***We reviewed Joe Blade when it was released, two and a half years ago.***

## CHASE HQ

What do you mean 96%? Bull S**t. More like 196%! It's the best race game ever on the speccy. Out-run was well detailed but was dead slow. The multi-load was long and boring. Chase HQ, on the other hand, is very fast and really well detailed. The turbo boost adds another dimension. Then you have to start mashing up a baddie. This would be easy but every time your about to smack a baddie up the ramp a Lamborghini gets in the way. So rethink your reviews or I'll start reading Crash.

**David Cockram Chinley, Cheshire**

- ***Dammit! You're right! From now on anything that's any good will get 100% automatically, because they ARE perfect aren't they? No-one will EVER be able to better them. (Steady on, Jim, have an anti-sarcasm tablet)***

## CHASE HQ

I have just finished one of the greatest Spectrum games ever it's a bit like Turbo Outrun except you can see the cars and the music flippin' brilliant. The playability ACE, Graphics ACE, Which game is it? Chase HQ another hit from Ocean which deserves at least 98% and a double SU Classic.

**Stephen Broadhead Tingley, Nr Wakefield**

PS If anyone disagrees please smack them Ta!

## HARD DRIVIN'

Your review of Hard Drivin' was wrong 76% Jim are you mad? This game is utter skill it deserves 99.9999999%, it's amazing, it's just like the ar-

# te stuff

cade version, O.K O.K so the control system is hard but with perserverence it is amazing well worth £9.99. On Hard Drivin' it says there will be extra track discs available in the spring please could you give me more information.

**Graham Hurley Tranmere, Birkenhead**

PS. When will Crackdown be out?

● ***Crackdown reviewed this month.***



## GARTH

### *BATMAN THE MOVIE*

Well done SU! You knew people wouldn't like it but you told the truth! What am I on about? Batman the Movie! 76% was spot on! I must admit that it is a very thorough and professional product but a lot of it has been seen before.

The first and final stages bear more than a passing resemblance to the superb Bionic Commando but BC was better (and I've completed BC....). The Batmobile section is fun and quite tough and the lab section is fun and quite tough and the lab section makes a good change. The Batwing section is quite good (have you seen the Amiga version though?) and the Cathedral section makes for a good conclusion. Don't get me wrong, I don't despise the game, in fact it's quite the opposite. I find the game a pleasant and relaxing challenge and very polished. It does however seem that we've seen most of it before. Still worth the dosh but I'd advise The Untouchables or Chase HQ.

**Sarah Brew Northfield, Birmingham**

● ***Good on you Sarah. And with that note we close the Batfile for the moment, and indeed the page. See you next month.***

### *BATMAN*

Hey, who reviewed BATMAN? Call yourself reviewer, huh? For a start you mucked up the plot... you said that you had to "send the joker for an early bath in the chemical vat".

You don't! You send jack for a bath and he Becomes the Joker! Then you can't spell Vicky Vale (It's not Vikky, you dope!) and forget to sign your name! Also, if there are "wiz graphics" then why did graphics only get 78?! Graphics should have got 90%, sound 95%, Playability 85% and Lastability ... well OK, so it was a bit easy, but it still deserved a CLASSIC.

**James McConnell Belfast**

PS Why in the Batman advert, does it say "Sinclair User Classic"? You didn't give it one!

PPS Tell Ocean that their games cost too much. 15 for one (+3) game ?! Sheesh!

● ***Funnily enough, in the Journalists Book of Scores, "Wiz" is worth 78%. Had they been "trif", "mega" or "ace", well, Batman could have been looking at anything up to 90. Thanks for correcting the serious error in our plot summary.***



## CHRIS

### *GHOSTBUSTERS II*

I saw your review on Ghostbusters 2 it looked mega-cool, so I ordered it by post within a week it was here. I loaded it up and got hooked straight away. It's smart how you blast the ghostly hands. One complaint, it's a bit easy I have completed it already. And at the end you load up a picture of the two lovers and the kid (ugly isn't he). I recommend it to anyone. It should have got more than 70% maybe 99% it deserves it.

**Barry Edwards Whitchurch, Shropshire.**

● ***Seems there's a, um, wide variety of public feeling regarding Ghostbusters II. Look at the next letter.***

### *GHOSTBUSTERS II*

You've got to be kidding! Ghostbusters 2 worth 70%??!! What a joke. This has got to be the worst game I've seen all year. It stinks. I finished in an hour and I'm gutted that I laid out nearly £10 on it. Your reviewer must have a screw loose. It looks wonky and there's no gameplay! Activision must be laughing all the way to the bank. So get your act together, SU or your cred will be worth as little as GB2.

**Robert Derwent Shropshire**

## WRITE TO THE WRITE STUFF!

**All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.**

**Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?**

**Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).**

**So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.**

**Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**

**NAME ..........................................................................**

**ADDRESS ......................................................................**

**.................................................... POSTCODE....................**






## POP PICKERS

Yo Wayne, I was reading your splendid pages when I realised that not enough letters were about compators. I've compiled the 5 best software houses (full price) so here goes:-

1. Ocean
2. US Gold
3. Hewson
4. Gremlin
5. Activision

And here's my top 5

1. Hit Squad
2. Kixx
3. Codies
4. Mastermix
5. Cult

● *Thankyou muchly. But what on earth are compators?*

## BATTLING MICROS (Again)

Now that the Speccy v 64 war is over (almost) I think that Speccy,Amstrad,and 64 owners must join forces against the snobs by 16 bit owners. When they say, my "computers better than yours, because it's got better graphics and sound", then reply "Nah speccies are better cos there cheaper,and have cheaper games,and the gameplay is better, Ha."

**Oliver Shephard**

● *Hear hear! However, once the SAM Coupe hits the streets these arguments will be sorted out once and for all.*

## JIM'S VERDICT

Dear Wayne, some questions for you: 1. What are the best games around at the moment that are good value for money? 2. What's the best game out of these: Strider, Batman the Movie, Stunt Car Racer, Ghostbusters II, Shinobi, APB, New Zealand Story.

**Graham Lee Fenham,Newcastle Upon Tyne**

● *Phew! On the spot! Looking back through our list of reviews we find that Strider comes out on top.*

## IMPOSSIBLE MEANING BAD MEANING GOOD

Dear SU, Do you think you can keep this up? All your playable demo's are impossible! Great gang! I can't wait to get Chase HQ. When is it out? I've seen the Coin Op - it is fabby, Cool, Wicked (don't get carried away). Lost City is impossible. I can't small disc with designs on it and the gate has designs. If anybody can get by this bit, put it in a letter and send it to SU.

**St.Hughs School,Woodhall Spa, Lincs.**

PS Your Mag is the best!!!!

● *Chase is in your shops now. Look out for a sequel in the arcades. The second part of the Lost City solution can*



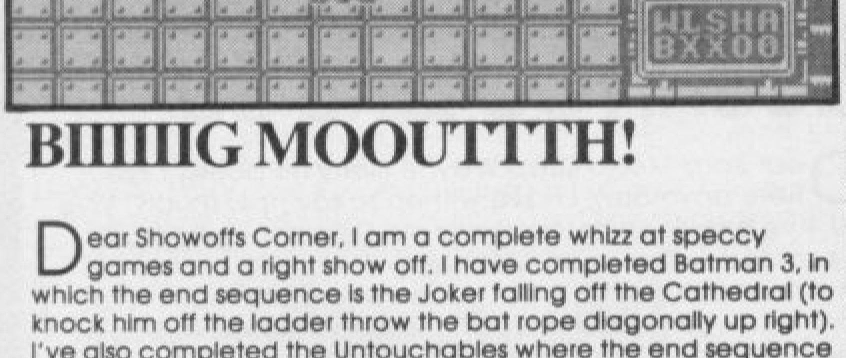
*be found in Dirty Tricks this month.*

# XENON CHEAT

Dear Wayne, take your off your desk, take your pencil out of your mouth and turn that Kylie record off and listen to what I have to say. I have found a totally mega brilliant poke for Xenon. What you do is you load the game in and start to play it, then you press break which pauses the game and hold down the key's, T I N Y all at once, and you get infinite everything. If you don't print this letter I'll go round to SU with a Sub-machine gun and blow your head off. Or even worse I'll buy that totally c**p magazine call Y*** S*******.

**Scott Hordemon Bedmond, Hertfordshire**

- *Look, thanks for the poke and everything, but it's Jim now, okay?*




# BIIIIIIG MOOUTTTH!

Dear Showoffs Corner, I am a complete whizz at speccy games and a right show off. I have completed Batman 3, in which the end sequence is the Joker falling off the Cathedral (to knock him off the ladder throw the bat rope diagonally up right). I've also completed the Untouchables where the end sequence is Frank Nitty falling off the rooftop and landing on a truck. I've caught up with the lambourgini on stage 5 of Chase HQ within 2 days of buying it and should have completed it by the time this is printed.

Some other games I have completed are Robocop, Last Ninja Renegade, Target Renegade, Renegade III (hard!), Garfield, Cybernoid, Bionic Commando, Joe Blade II, Combat School, Running Man, Pac mania, Barbarian, Jack the Nipper and a few others like Double Dragon and Empire Strikes Back which are so easy they're hardly worth mentioning. I swear on my speccys circuit board (and that would be sacrificing something!) that I have completed all these games without any cheats or pokes. Am I brill or what?

**Paul Jolly Weybridge, Surrey**

PS Your mags brill and the demo cassettes have made me buy 3 full price games so far so they must be good!

Indeed. You are the brillest of the brill. Please accept £20 worth of software for your efforts.

# BUT SERIOUSLY, FOLKS

Dear SU, I do not expect that you will print this letter, or even give it any thought, for the following two reasons: 1 It is meant it be constructively critical rather than full of praise. 2 It is not full of meaningless drivel which is a feature of most of the letters you print these days.

No, I am not a cracked subversive from YS or Crash, in fact I have been reading SU for about four years now- unlike most of your current readers who seem to have been buying the magazine for the best part of a month. The reason I write is to complain about your drop in standards over those four years. The magazine is still good as a guide for games, but it leans heavily towards anything full of mindless violence.

Don't get me wrong, I enjoy shoot-em-ups as much as anyone but there is a marked lack of strategy and adventure coverage, even with Precinct 19 and The Sorceress. This is reflected in the attitudes of your reviewers (who seem to change every month). They are prepared to accept games like OP-Wolf and Forgotten Worlds at face value but any genre even as popular as the football simulation (my favourite, EHIS and Soccer 7 are both excellent games) is yawned at with such negative attitudes as "Do we really need another football management simulation".

This is further shown by low ratings given for many simulations and strategy games. There is an assumption that all your readers are ardent arcade fans.

That's my first gripe. Here's the second. Any magazine that publicly admits it is "humorous" is doomed. Inventions like Kamikaze Bear (now thankfully gone) are childish and seem to cater for a reader with an IQ the size of a lentil. It's not the reviews that are guilty here, they often amuse, but the attitude of the mag. The letters and "Write Stuffs" you print are often beyond funny and merely imbecilic. Why not print just the odd letter that has something to SAY.

I would also like to give you some pointers about the content of your magazine. I have to admit that I play games and little else with my computer, so reviews (shrinking in number) and tips etc. are fine, even with the aforementioned bias and the reviewers apparent lack of knowledge about the Spectrum and games, often they are unaware that a game is rerelease even from only months before. I can't really comment on your technical stuff and so on but why don't you have more features. We used to get the excellent Hit Squad (many moons ago) and interviews with the likes of Gargoyle and Fergus McNeill.

The replacement is merely a regular feature on games, Blue Print. You don't even have Code Talk any more. I have more, but that's enough complaining. The Megatapes are fine, the reviews are generally accurate (but inconsistent - 10/10 used to be a Classic, then 90%, but now any old 80% job can get one) and SU is generally a good read. I will not stop buying SU after so long but I don't like the way it's going, a sentiment shared by many of my friends.

**Simon MacLean Dalkeith, Midlothian**

- *Dear Simesy: 1) Reviews biased? Mais non. Garth prefers strat and sim games to blasters, and it shows. 2) Our adventure section covers adventure games and Precinct 19 strategy and PBM. There are very few adventures available through most stores (other than budget re-releases). It would be unfair to devote space to these hard-to-come by products. 3) The letters and Write Stuff we print are those we receive. Occasionally we receive very stupid letters, don't we? 4) SU caters for enthusiastic Spectrum gamers into action and excitement with a sense of humour. We can't, and indeed wouldn't want to pander to everyone else.*

## MORE POP PICKERS

Yo Radicool (Like me) Why do people always pick on you? You should have took Neils Stocks advice about changing your image then people might respect you. Could I write down my top ten games? thanks, they are:

1. Ghostbusters II
2. Thunderblade
3. Robocop
4. Predator
5. Dragon Ninja
6. Double Dragon
7. Chase HQ
8. Hard Drivin'
9. Galaxy Force
10. Dr Dooms Revenge

**Andrew Diamond Partington, Manchester**

## MEGATAPES

I am writing to you to point out a mistake in January's magazine. The reviews of these games were wrongly titled! (shock, Horror) the review of 'Nightmare Rally' was titled 'Chase HQ'! and vice versa. The reviews themselves were quite useful, and from the review, I got the impression that Chase HQ was good. But I was disappointed in the demo. 'Nightmare Rally' was a game that I couldn't quite understand (turning upside down, Huh). I hope SU will be giving away more demo tapes (please!)

**Adam Williams Wirral, Merseyside.**

PS I give the games 50% each, altogether.

- *Erk! Rumbled! Our erstwhile designer, Sir Timothy of Noonan left us with a hilarious mix up of titles, and so we're not talking to him any more.*

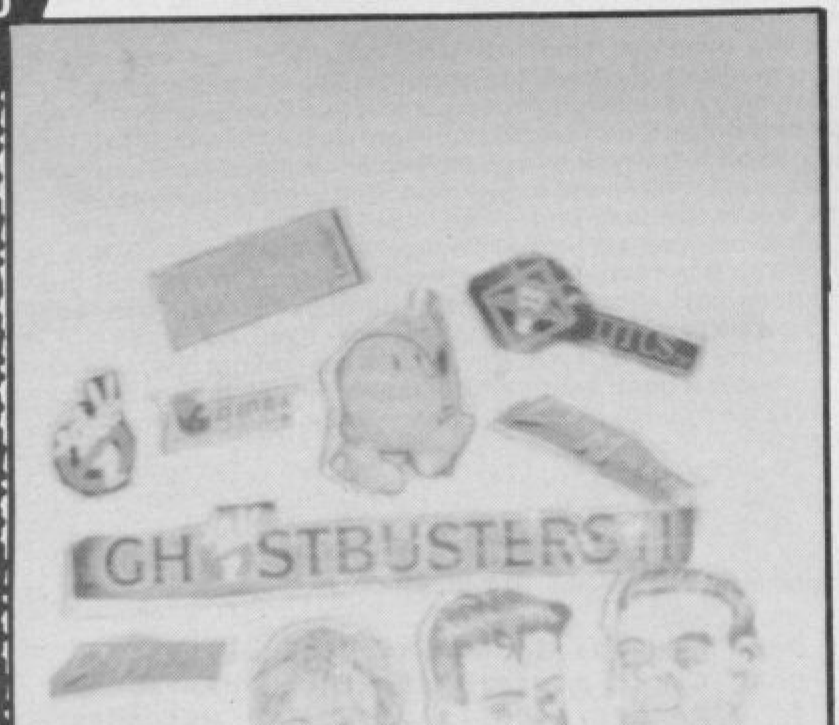
## LOOK WHAT WE GOT!

Dear SU, I hope you like the Chrissie presents I've made for you. There's three or four badges for everyone (well almost everyone) and the names on the back tell you who's badges are who's, easy innit! Please print this letter that I've sent you and please could you send me a SU crew badge.

**Jasuinder Rajpal Southall, Middlesex**

PS Sinclair User can burn the s**t out of *S and C**sh.

- *Phew! Thanks for the badges and the, er, encouragement, Jas. As you can see, we're all wearing them with pride. If anyone else would like to send us some presents, don't be shy!*




## PING PONG PICKLE

Dear Editor, I have just finished reading your January issue. I was horrified to learn that you thought table tennis was a dull sport.
I would suggest that the writer of this has not played much table tennis, as it can be a complicated game with a l0t of strategy and skill involved. I don't know about you buyt I find loading compute games much more dull.
We play table tennis while loading games and also when we have been bored silly by the game we have just loaded and played for ages, and start playing table tennis again. By the way, if the author of the review of table tennis would like to come down for a LIVELY INTERESTING game of table tennis, he or she is quite welcome to (as long as they bring some decent games).
J.M. Ladner

- *Jim says: We apologise for being so ping pongist. You have to be so careful these days what you say, everyone's so ruddy sensitive, you know.*
  *Al says: I don't care what anybody says, table tennis is crap, so there.*

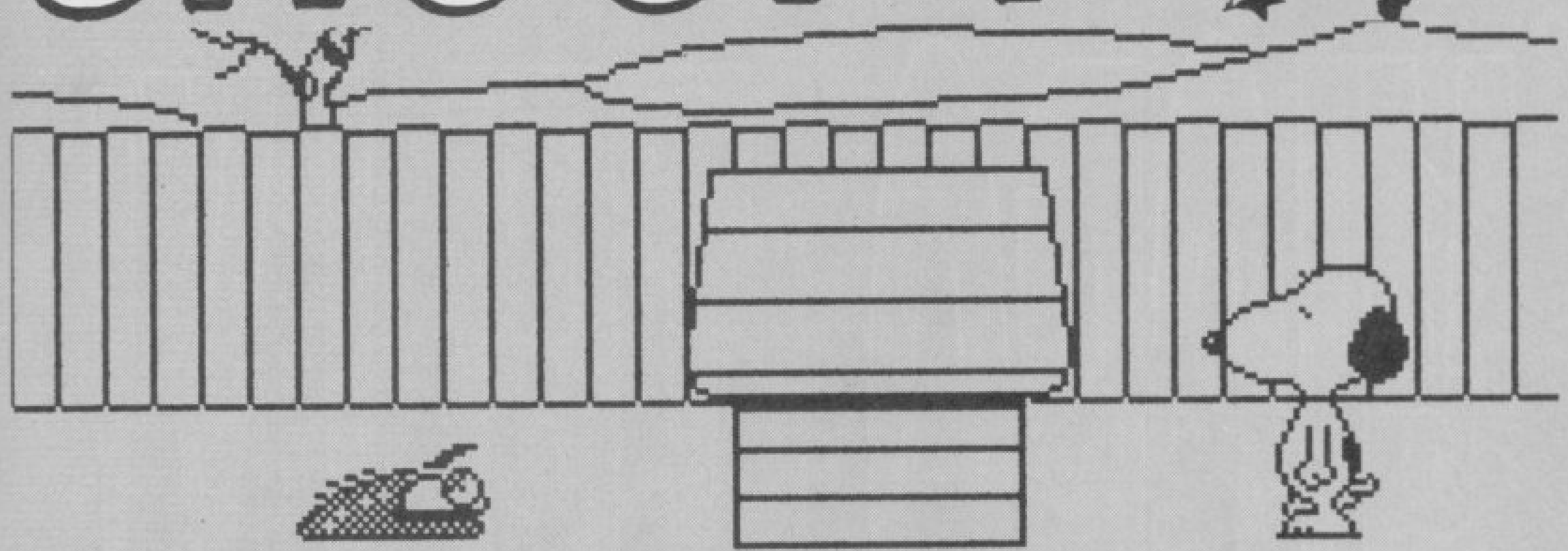
## GOSH, I DO LIKE SU

Dear Spaz Mega Crap Wayne (sorry he doesn't live here anymore), I have written to say how much I love SU. I've only seen my brother's old December issue and it's so dudey that I nearly fainted.
My friend has got YS, what a load of crap!! When I read the first page I was sick down the bog. I flicked through the pages and there was hardly anything to write to.
NOW THAT'S WHAT I CALL S**T!!
Adam Betts

- *Al says: Alright Adam, where have you been all this time? Think of all the lovely issues you've missed you silly sausage. I really think you should get your own copy of SU, then you won't get duffed up by big bruv if you cut any smash coupons or compos out.*
  *By the way Adam, I hope you will appreciate the fact that we corrected all the spelling mistakes in your letter, go back to infants spelling class you little scamp, tut tut.*

# SNOOPY

GAMES REVIEW!



The teeth grindingly insecure Linus has lost his mucus riddled security blanket and unless you can re-unite the two, the soppy fool may have a breakdown.

So you've got to track down the blubbering fool's blanket and return it to him before he puts himself in a sanatorium through worry.

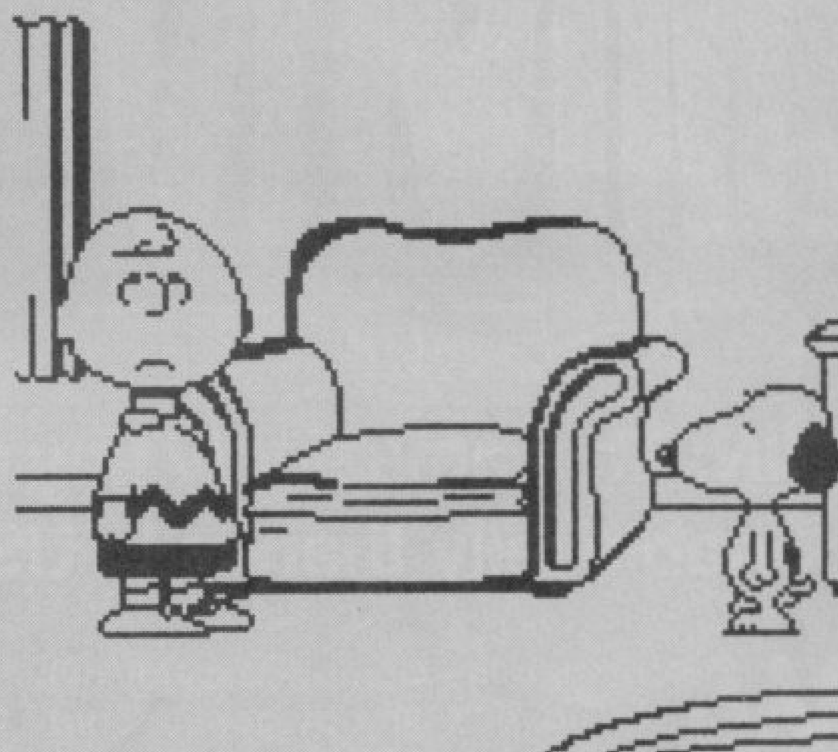
It's hard to imagine a less appealing storyline. But that's Peanuts for you.

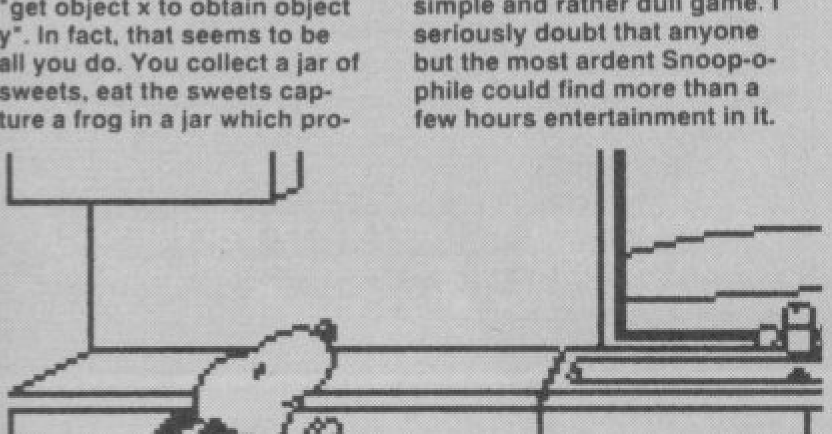
The graphics are black and white (don't be fooled by the pics on the box) and well animated. The basic aim is to perform various tasks, collecting objects as you go and eventually come up with a procedure of manoevres which will eventually result in your possession of the blanket.

These involve a great deal of "get object x to obtain object y". In fact, that seems to be all you do. You collect a jar of sweets, eat the sweets capture a frog in a jar which produces a stepping stone for the river. You've then got to use a football to get across the river with the stepping stones. On the other side of the river is another object you need but you can't get it unless you are carrying something else.

It's an unfortunate fact that Snoopy can only carry one object at a time. A great deal of to-ing and fro-ing is necessary. Once you've appreciated the rather fine animation of Snoopy's feet, the speed (or rather lack of it) that he walks across the screen begins to irritate. Whenever there are background features in the frame (buildings, trees etc) he slows down even more. This is pretty poor show.

For all its instant appeal, *Snoopy* is really an extremely simple and rather dull game. I seriously doubt that anyone but the most ardent Snoop-o-phile could find more than a few hours entertainment in it.





ARCADE REVIEW

## FAX BOX

***Snoopy*** Label: ***The Edge***
*Author;* ***In House*** *Price :*
***£8.95*** *Memory:* ***48K/128K***
*Joystick:* ***Various***

***Very cute and all that, but not a long player.***

| GRAPHICS | SOUND |
|---|---|
| 80 | N/A |
| 50 | 50 |
| PLAYABILITY | LAST ABILITY |

Reviewer:

OVERALL **55**

10 20 30 40 50 60 70 80 90

# WIN AN AMAZING MICRO TELLY! NOW!






## WIN: This amazingly tiny and utterly portable telly thanks to US Gold

Welcome to the Compocard Hotline! If you haven't already got the card from the front of the mag in your hand, get it ready now. You'll notice that it has it's own individual number. This number is the key to the competition.

Before we tell you how to take part, we'll tell you a bit about the prizes on offer. We've got TWO of these fantastic TVs up for grabs thanks to the super people at US Gold.

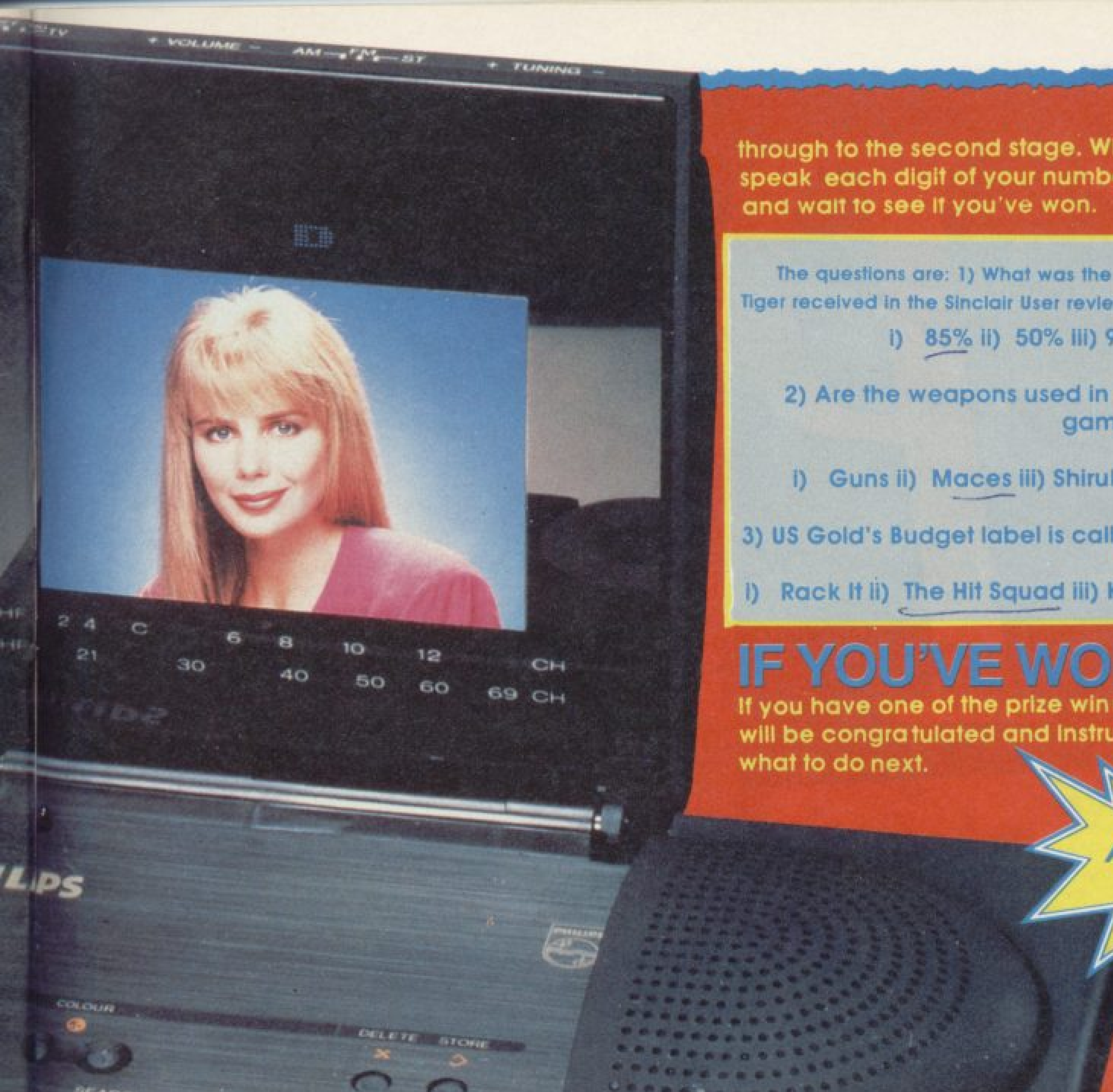
Thanks to fabbo new LCD technology, this COLOUR telly fits snugly into the palm of your hand. It's got all the conventional controls (colour, brightness, volume). And you can preset TV channels. It's even got a radio built in so you can tune into the charts instead of watching Sunday Sunday or Highway.

And when you're not using the TV you can fold it into a box no larger than a video cassette and simply slip it into your pocket.

## PHONE THIS NUMBER NOW TO SEE IF YOU'VE WON!

# 089

Note: You can enter by post if you wish by sending your card and the answers to the questions to Phone Compo, Sinclair User, 14 Holkham Road, Orton, Peterborough P62 OUF




through to the second stage. When prompted, speak each digit of your number clearly, and wait to see if you've won.

The questions are: 1) What was the overall mark US Gold's Black Tiger received in the Sinclair User review?

i) 85% ii) 50% iii) 99%

2) Are the weapons used in the game...

i) Guns ii) Maces iii) Shiruken

3) US Gold's Budget label is called;

i) Rack It ii) The Hit Squad iii) Kixx

Q QUESTIONS

## IF YOU'VE WON

If you have one of the prize winning numbers, you will be congratulated and instructe[d] what to do next.

ACTUAL SIZE

Rules and Costs: Call charges are 25p per minute cheap rate and 38p per minute at other times. No employees of EMAP or US Gold are eligible for entry to this competition. The Editor's decision is absolute and final. No correspondence will be entered into. Winning numbers must be validated by a Hotline Compocard. Damaged cards will not be accepted. Sinclair User accepts no responsibility whatsoever for entries lost or damaged in the post. Entry to this competition signifies understanding and acceptance of these rules.

## HOW TO ENTER

Get your card in front of you and get to the telephone. Dial the number shown here and listen carefully. The voice on the other end will ask you three multiple choice questions.
If you get all three questions correct, you'll go

# 3 500136

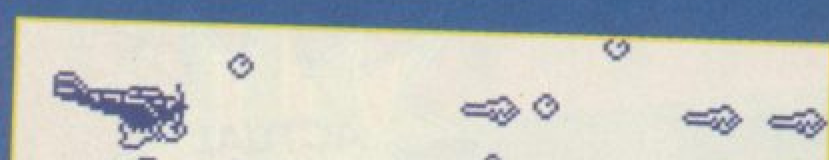
GAMES REVIEW!

# P47

Neerrrrowwwwww! Kaa BOOOOOM! Tally Ho chaps and yoiks. You can have more destructive power at your command than Johnny Fartpants on a vindaloo crawl in this latest convertion of a Jaleco coin-op where you find youself at the controls of a P47 Thunderbolt, the fastest and biggest single seater fighter/bomber of World War II.



'Ere what's this? They look like flying pneumatic hammers and pack about the same amount of punch. Blast 'em to bits!



Oo-er! A big boss end of level nasty - this one's paticularly nasty, with multi directional shots that you'll have to dodge.

It was sooo big that Gabby Gabreski, America's highest scoring ace pilot of the war, said that the best way to take evasive action in a P47 was to undo your staps and run around the cockpit!

Convinced? Well all of you who've seen the arcade will be relieved to know that P47 follows the same formation as its big brother. After having defined the keys or joystick movements (clever stuff that) and confirmed them, it's on with the flying jacket, stick a piece of gum in your mouth and take off. You fly from west to east and the general brief is to blast anything that moves. Enemy planes will appear and disappear as soon as a well aimed volley rips it's cockpit out (oo-er!). Destroy any helicopters that appear and they will leave icons that either add bombs, multi - missiles, speed ups, spray missiles, directable

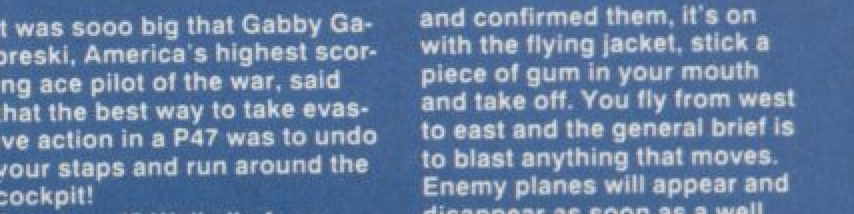


# STEALTH FIGHTER

Well now - what do we have here? Mmmmmm, an 8-Bit version of one of Wild Billy Steely's super dooper simulations; this time of the F19-M035-1, known to the rest of the world as the *Stealth Fighter*.

Why's that? Well - because due to some fancy design and expenditure of loads and loadsa of the folding green stuff, the plane has a very weak radar signature. This means that it is very difficult for any enemy to pick it up on their radars - and therefore it can pounce on targets deep into enemy territory with complete surprise. They've painted it black too - so it must be very difficult for the pilot to get into in the dark.

You might have seen the game appear on 16-Bit a while back and now it's on your own humble Spectrum. So whassit like?



For starters, this is not - repeat Red Leader - not going to be one for you "slam it in, load it up, shoot it out" brigade. Not with a 120 page manual, eh, and it's a tome that you're going to have to read through very carefully to even come close to wringing the full potential out of the game.

And don't loose the key card either - 'cos with over 30 potential control keys, you'd have to be a flippin' genius to remember the lot.

Come to think of it, you're going to have to have the patience of a Saint too, as the

fire or an extra life, most of which weren't available on the original but then this is no simulator, it's a straight forward blast 'em to hell.
Eight levels of action takes your plane through northern France, Africa and even above the clear dkies of the Med, where you must bomb tanks and with an end of level nasty that can either be tanks, battleships or even bigger tanks. All of which adds up to a game that whilst is graphically very good (especially with its colour on/colour off option), remains a shoot 'em up that is very playable and looks and feels very much like Silkworm - with the helicopter replaced by a P47 Thundercat.

**JIM SEZ:**
*Just like Scramble circa 1943. Lots of action but nothing new.*
**69%**

## FACT FILE

*The P47 Thunderbolt: Designed and Built by Republic*

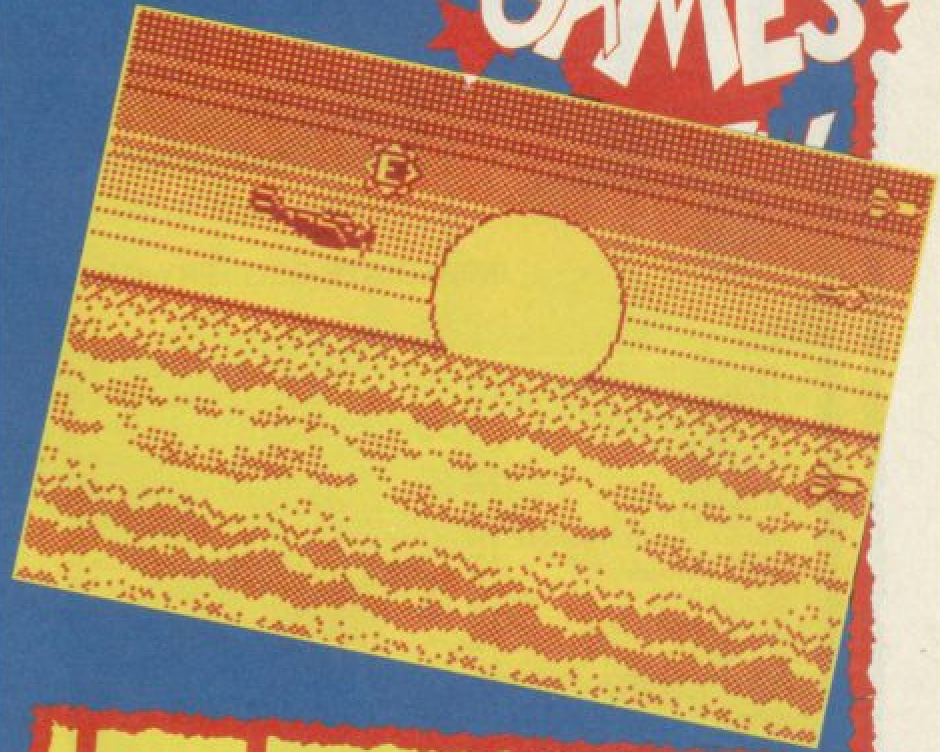
*Armement: 8 x 50 cal (.5 of an inch bore) machine guns with 2,000lbs bomb load or 10 x 5" rockets*

*Thrust : Turbo charged Pratt and Whitney developing 2,500 (shaft) horse power.*

*Speed : Cruising 380 mph/Flat out clean (straight and level with no bombs/tanks) 460 mph/Power dive 500+mph*

*Believe it or not the design brief for the P47 was for an American lightweight fighter, but it's massive armement earned it the nickname of the "Lead Sled"; it was also known as the "Jug", apparantly because of its sheer size.*

Facts and figures supplied by Wing Commander Tom "High as a Kite" Glennister.





## ARCADE REVIEW — FAX BOX

*P49 Label: Firebird Author: In House Price: 9.99/14.99 Memory: 48/128K/+2/+3 Joysticks: Various*

| GRAPHICS | SOUND |
|---|---|
| 76 | 74 |
| 82 | 76 |
| PLAYABILITY | LAST ABILITY |

***A clean conversion of an average coin op.Low on skill but high on kill.***

Reviewer: Garth Sumpter

OVERALL **76**










full load (which comes in three parts) takes a total of 15 minutes from the very start to "Chocks Away!". Better get a disc drive, eh - or take up reading epic novels in between missions.

OK, so that's the down side. The up side is that this is a title that takes the Spectrum very seriously. Locked up inside *Project Stealth Fighter* is a great number of missions and difficulty levels all to be flown over three main combat areas - Libia, The Persian Gulf and Central Europe - each more difficult that the last.

The program is very sophisticated indeed - and be warned if you were expecting otherwise - is not geared towards pure arcade action. Far from it. It is obvious that most of the coding has gone into cramming all that strategy and control code into the Spectrum, with not that much going into the main visual display from out of the cockpit. This has been done in monochrome, with OK but not fab, vectors. Check out the three frames per second.

However, if you're willing to put up with that and want a game you can be assured you still be coming back to play this time next year - then you should think of making the hefty investment. But again, bear in mind, you won't be acquiring it for any major adrenaline surges - but the intense intellectual challenge and stimulation of piloting a billion dollars worth of kit.

## ARCADE REVIEW — FAX BOX

Label: Microprose Author: Paul Huchinson Price: £12.95 Memory:128K Joy stick: Various

| GRAPHICS | SOUND |
|---|---|
| 64 | 67 |
| 71 | 89 |
| PLAYABILITY | LAST ABILITY |

**Sophis flight sim, but likely to be a bit heavyweight for the average Spectrum owner.**

Reviewer: Garth Sumpter

OVERALL **73**

# DAN DARE III COMPO

Have you checked out Dan Dare III from Virgin \ Mastertronic yet? It was a Sinclair User Classic in the last issue and is the best full colour game on the spectrum at the moment. The game follows Dan's fight against the Mekon, an alien who is trying to take over the earth.

Of course, he does have a lot of help in his adventures - his friend Digby is never too far away and he's always got a little some thing to help him in his endevours. Naturally, in the game he has a laser rifle that packs a heathy punch and kills 99% of all known alien life forms - dead. All that's left is a squigey mess and a pair of steaming shoes.

Now if I had a rifle like that I could be a bit of a hero myself. Imagine everyone's suprise in the office if I turned up with a meaty weapon under my arm (fnarr), - I'll bet eveyone would give me the respect I richly deserve. There'd be no more "Go and make the teas Garf or I'll send you down to collect the post" from Jim and I bet Alison would think twice before she tried out her latest perfume by spraying it all over my chair (I mean, I get some peculiar looks when there's a nasty girlie niff coming from my general direction.)

Well if I had a laser rifle a few well aimed blasts should take care of both of them. One shot would part Jim's quiff and send him scurring to the bathroom in search of a comb and a handful of gel and direct hits on Alison's make up bag should destroy all her girlie bits and probably set the ozone layer back a few years. If only I had a laser rifle...

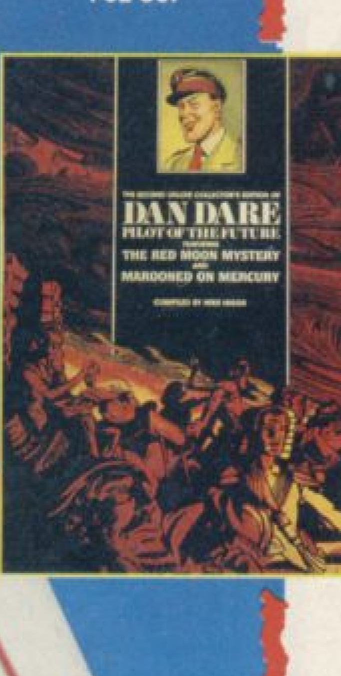
And what has all this to do with Dan Dare III eh? Well the charming wee lassie (och aye the noo), Lesley from Virgin, has thrown a complete wobbler. She dived into the office just the other day wielding a serious looking piece of laser rifle hardware and shouting "See you, ya' buncha sassanach Jessies" and letting fly with a few well aimed shots. It wasn't until I noticed that there were no bullets coming out that I went and got Jim and Alison out of the stationary cupboard. They said they knew there was nothing to be afriad off but were just joining in for the fun of it.

The rifle Lesley had was in fact firing infra red beams and we have two to give away to the winner of the really wicked Dan Dare comp. These are no flash in the pan rifles. Oh no! They're the very latest in infra red technogy. We've tried the guns out and they have a host of features and are worth - well hundreds of pounds a piece. There's a feast of second prizes too. Five Dan Dare books that are based on the original Dan Dare of the fifties - these are no cheapie annuals - they weigh in at a hefty £20.00 plus a piece 'cos they're the dog's hind legs for all you Dan Dare fans. And third prizes?? Yes, ten third prizes of a copy of the game. And what d'you have do for this? Simple, just answer these not-so-simple questions.

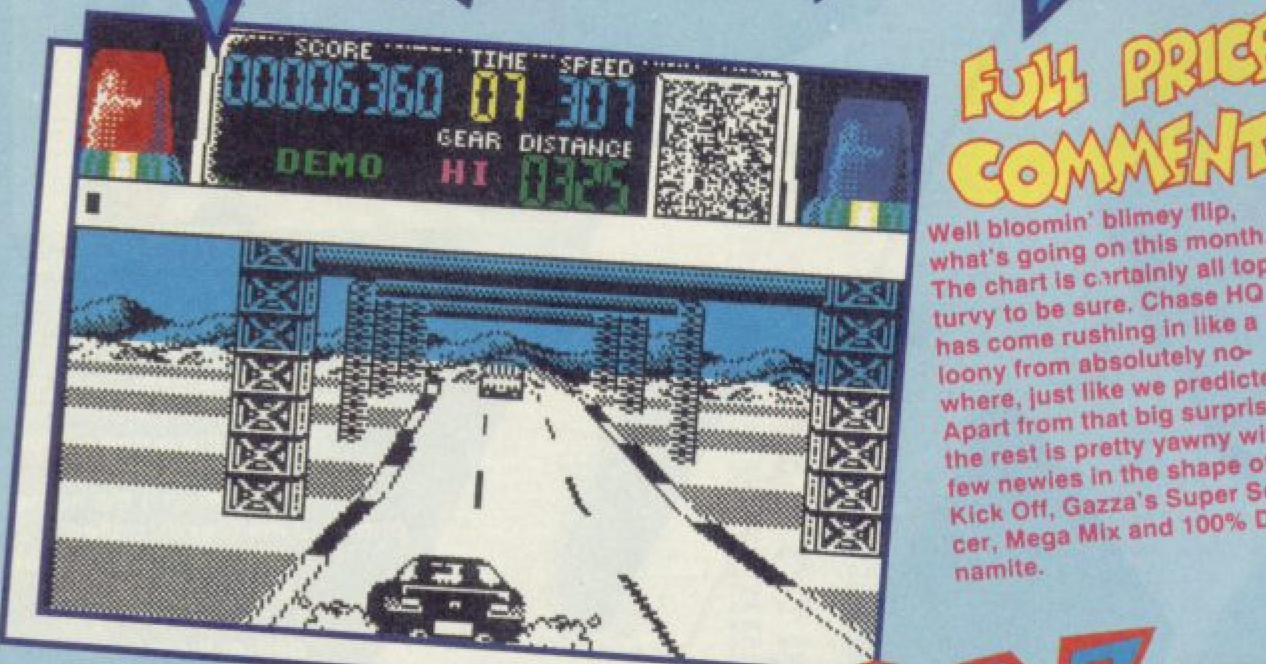


1. What is the name of Dan Dare's spaceship?
2. What is the home planet of the Mekon called?

Scribble your entries on a postcard and get postie to deliver them before 31st March to:
DAN DARE'S WEAPON COMP,
Sinclair User,
14 Holkham Rd,
Orton, Peterboro
P62 0UF

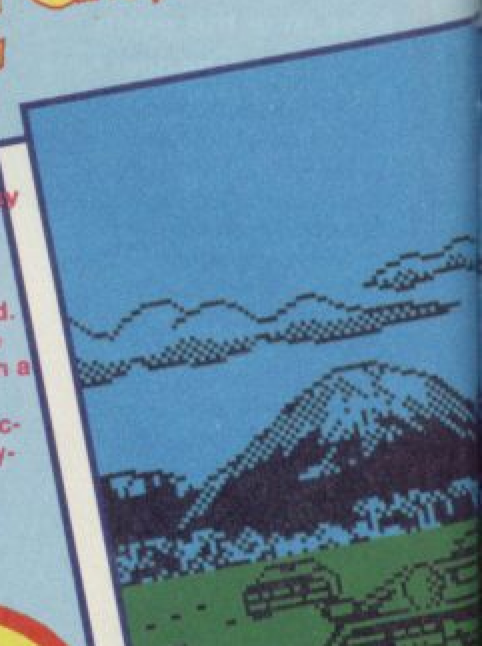


# SU CHARTS




## FULL PRICE CHARTS COMMENT

Well bloomin' blimey flip, what's going on this month. The chart is certainly all topsy turvy to be sure. Chase HQ has come rushing in like a loony from absolutely nowhere, just like we predicted. Apart from that big surprise the rest is pretty yawny with a few newies in the shape of Kick Off, Gazza's Super Soccer, Mega Mix and 100% Dynamite.





# BUDGET 10

| | | | |
|---|---|---|---|
| 1 | (1) | PAPERBOY<br>We may not like it, but you obviously do | ENCORE £2.99 |
| 2 | (7) | GHOSTS AND GOBLINS<br>Woooooeeeeooooo there goes a man in a white sheet | ENCORE £2.99 |
| 3 | (NEW) | RENEGADE<br>Fair crashing into the chart, this one | HIT SQUAD £2.99 |
| 4 | (4) | CRAZY CARS<br>Being really boring and staying in the same place | HIT SQUAD £2.99 |
| 5 | (3) | SHORT CIRCUIT<br>Game of the fillum, dropping off a bit | HIT SQUAD £2.99 |
| 6 | (2) | RAMPAGE<br>Monster mashing madness | HIT SQUAD £2.99 |
| 7 | (5) | NIGEL MANSELL'S GRAND PRIX<br>Shifting down a gear or two | ALTERNATIVE £2.99 |
| 8 | (NEW) | FANTASY WORLD DIZZY<br>Is there nothing to keep this lad down? | C.MASTERS £2.99 |
| 9 | (6) | BATMAN 3D<br>We were right, Batmania is on its way out | HIT SQUAD £2.99 |
| 10 | (8) | TOPGUN<br>Tom Cruise snogs Kelly McGillis, but not really | HIT SQUAD £2.99 |



## BUDGET CHARTS

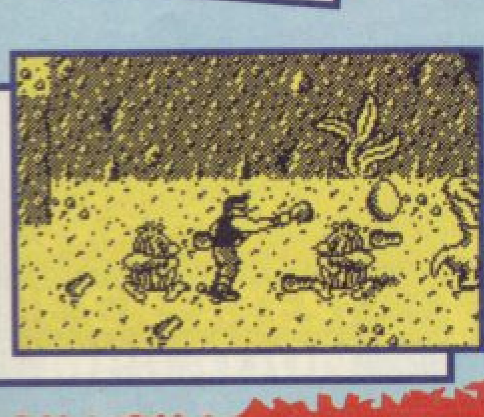
Paperboy's still hanging in at the top spot with a few of last month's games still jiggly their positions about in this month's chart. The only new chappie around at the mo is Fantasy World Dizzy. Im fact, he's our tip for the top next month, unless he's pipped at the post by Renegade.

# FULL PRICE 20

**COMPILED FOR SINCLAIR USER BY GALLUP**







| Pos | Title | Publisher |
|---|---|---|
| 1 (NEW) | CHASE HQ<br>Nnneeeeeooooow, drivin' in like a meanie | OCEAN £9.99 |
| 2 (1) | BATMAN - THE MOVIE<br>Smashed out of the top slot at last | OCEAN £9.99 |
| 3 (8) | OPERATION THUNDERBOLT<br>Acka acka shoot everything game | OCEAN £9.99 |
| 4 (NEW) | GHOSTBUSTERS 2<br>Making a pretty good transition from silver screen | ACTIVISION £9.99 |
| 5 (2) | ROBOCOP<br>Finally sliding away from No.1 | OCEAN £8.95 |
| 6 (NEW) | TURBO OUTRUN<br>Accurate conv and an improvement on its predecessor | US GOLD £9.99 |
| 7 (3) | UNTOUCHABLES<br>Cops chase about after naughty gangsters | OCEAN £9.99 |
| 8 (7) | HARD DRIVIN'<br>Wonky steering with brill replays | DOMARK £9.99 |
| 9 (NEW) | 100% DYNAMITE<br>Loadsa lovely compilations from Ocean | OCEAN £9.99 |
| 10 (NEW) | DOUBLE DRAGON 2<br>Team beat-'em-up that knocks the rest into next week | VIRGIN £9.99 |
| 11 (5) | CABAL<br>Great fighty fighty jobby | OCEAN £8.99 |
| 12 (NEW) | GHOULS AND GHOSTS<br>Great game, well converted and vast in size | US GOLD £9.99 |
| 13 (11) | BARBARIAN<br>Still waddling around the middle bit | PALACE £9.99 |
| 14 (4) | POWER DRIFT<br>Ultimate driving game makes the transition, just | ACTIVISION £9.99 |
| 15 (6) | SHINOBI<br>Definitely on it's way out now | VIRGIN £9.99 |
| 16 (9) | CONTINENTAL CIRCUS<br>One of the better 3D race games around | VIRGIN £9.99 |
| 17 (NEW) | GAZZA'S SUPER SOCCER<br>Paul Gasgoigne, he's a boy, he's a lad, ere we go! | EMPIRE £9.99 |
| 18 (NEW) | KICK OFF<br>Yet more footie, and a good one at that | ANCO £9.95 |
| 19 (NEW) | MEGA MIX<br>Very good Ocean compilation | OCEAN £9.99 |
| 20 (14) | ALTERED BEAST<br>Full colour action beat-'em-up sinking fast | ACTIVISION £9.99 |

**ARCADE**

| | | |
|---|---|---|
| 1 | CHASE HQ | OCEAN |
| 2 | BATMAN - THE MOVIE | OCEAN |
| 3 | OP THUNDERBOLT | OCEAN |
| 4 | GHOSTBUSTERS 2 | ACTIVISION |
| 5 | ROBOCOP | OCEAN |

**SIMULATION**

| | | |
|---|---|---|
| 1 | NIGEL MANSELL'S GRAND PRIX | ALTERNATIVE |
| 2 | BRITISH SUPER LEAGUE | CULT |
| 3 | GAZZA'S SUPER SOCCER | EMPIRE |
| 4 | WORLD SOCCER LEAGUE | E & J SOFTWARE |
| 5 | THE FOOTBALLER | CULT |

# GAMES REVIEW!

# PUB TRIVIA SIMULATOR




Spoilt for choice! Shirley Temple! Sissy Spacek! Mark Moore! There're all there. But who's got the biggest IQ?

It's a simulator so it must be...Codemasters of course. But before you begin to simulate a rather deep snooze, just hang on. I've simulated with the best and Pub Trivia is actually very good. Okay, so the simulation doesn't include a pint of Dr Cringeworthy's Olde Bowel Remover or the pub drunk propped up in the corner waving his wad about. Oh no, but the game itself is an excellent simulation of the trivia arcade machine with one notable exception - it doesn't pay out money to smarmy, brainboxes but it does give you the chance to win extra ten pees, which means that you earn extra lives and can carry on until you've got a superb score.

There are over 2000 questions on the tape covering four topics - Pop Music, Show Biz, Sport and General Trivia (whoever HE is!) There are also joker cards which are not at all funny but do allow a player to leap up one level of questions without having to answer a question. No points are scored for this but the crux of the game is getting through to the money maze by answering the top card question.

Each game begins by selecting the number of players which can be anything from one to four. Each player then selects which contestant's face they want to represent them. There's a choice of five faces but they all look as daft as a brush and half the use and really make very little difference to the game.

You begin with one 10p stake (skinflints!), and this represents the one life you have. The screen shows each player's points, cash and dozey looking face and a set of question cards with five in the bottom row, four in the second and so on up to the top card. You work your way up by choosing each card by moving the pointer left and right and entering each choice. A little bit of planning and a pinch of luck should mean that you choose a route that asks only the questions that you're better at.

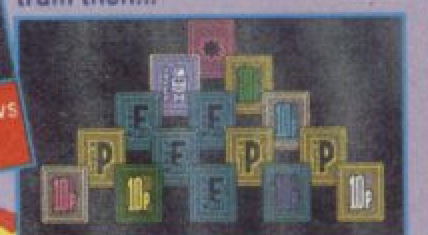



Shirley Temple obviously isn't a That's Life viewer. Everyone knows that Desmond Wilcox is hitched to "Our" Esther.

Each question pops up onto the screen along with three answers A, B or C. Move your on-screen finger above the chosen answer and press fire or enter before the time runs out. If you don't know the answer and there's no pass available, cross your fingers and guess after all there's nothing to loose except an imaginary ten pee.

If you get through the first stage then it's on to the money maze. Moving faster than a fart in a lift, get to the top of this stage and you'll start winning some cash and be able to get onto the high score table.

There are three blocks of questions each of about 700 questions - the first block always loads in automatically with the game and we all think it's a great game. All of us huddled around the spectrum, pressing buttons jeering and shouting..reminds me of the war. At the bottom of the garden in the Anderson shelter, playing snakes and ladders, with Great Uncle Eugene bent double over the prostrate form of my father trying to prise a bottle of gin out of his hands. The Good Old Days? They were absolutely crap! I wish I'd had a spectrum then...



## ARCADE REVIEW — FAX BOX

Label: Codemasters Author: Peter Williamson Price: #2.99 Memory: 48 Joystick: Various Educational and great family fun. What more could you ask for a miserly three quid?

| | |
|---|---|
| GRAPHICS | 75 |
| SOUND | 78 |
| PLAYABILITY | 84 |
| LAST ABILITY | 78 |
| OVERALL | 80 |

Reviewer: [signature]

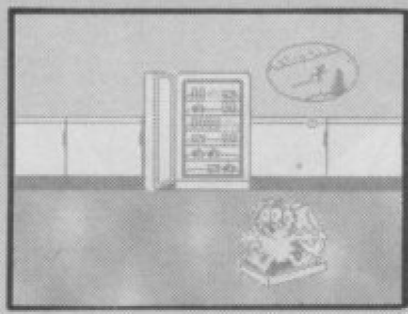


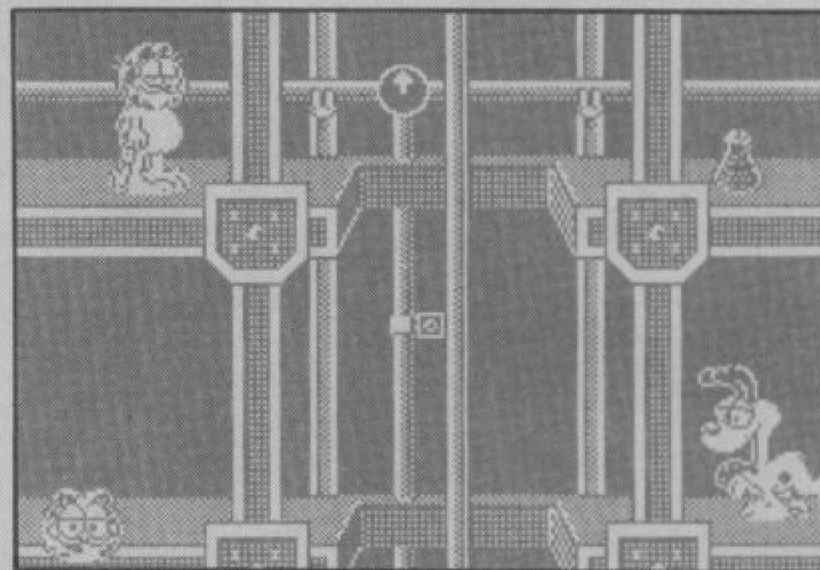
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GAMES REVIEW!



# GARFIELD'S WINTER'S TALE





Pah, that Garfield, he's a boy inny? Chomping up Fern trees one minute and booting Odie up the bot the next, he just doesn't care does he? He certainly makes me chortle me socks off 'cos he's a right little devil. I love him to bits.

Well I did love him before The Edge decided to stuff him inside the Speccy and attempt to make a game out of him. Now, unfortunately I find him rather nauseating. I was really looking forward to this one, but blimey what a disappointment.

The first screen of this 'adventure' finds Garfy having a snooze in his box in John's kitchen. Above his head is a think bubble. Click the joystick to change the view inside the bubble. There are three views in all. First, there's the chocolate factory, second is the ski-slope and thirdly is the skating lake.

Garfield can take a visit to any of these three venues. So first he nips off to the skating lake. Here he has to skish about jumping over snow banks and around all the objects sitting on the ice (why there are objects on the ice is anybody's guess).

He must try to stay on his feet because if he slips over he'll lose energy. Loss of energy is indicated by a Garfield head in the left hand corner of the screen, which slowly sinks down as energy drops. It drops so slowly in fact, it's hardly noticeable.

His main object is to scramble across the ice from one side of the lake to the other. Sounds easy? Well let me tell you, it bloody well isn't. Maybe I'm crap at games but I found it almost impossible to keep poor Garfy under control. Anyway, on to the next bit, the chocolate factory.

In the factory there are these chickens, see, and they eat chocolate which whooshes around the pipes of the factory. Garfield has to move the choccy in the right direction through the pipes to reach these choccy munching chickens. There are arrows on the pipes which Garfy can change around by jumping up and pushing a button. There are bits of food lying around on the floor which Garfy can eat to build up his strength, but beware of Odie, for he is running around stealing the grub and therefore sapping you of energy. You can actually boot him up the bum, but I'm warning you it doesn't make much difference as he keeps coming back to bug you.

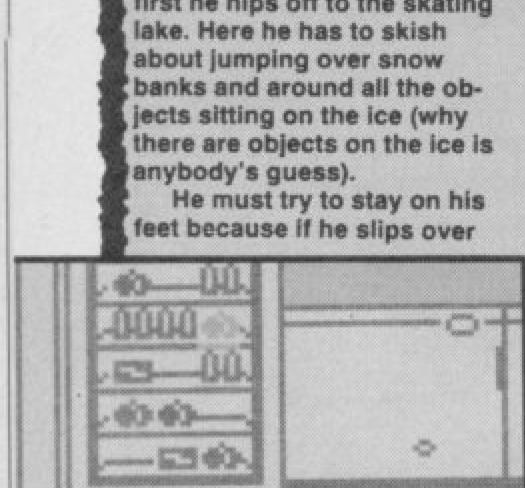
I found this level pretty annoying because Garfield seems to walk soooooo slowly. You're sitting there shouting, "faster, go faster Garfy for gawd's sake" and wiggling your joystick like a loon. Oh, I've had enough of this part of the game, what's next?

Oh yes, the ski-slope. This was about the best level of all. Garfield skishes down a snowy hill like a moggie possessed. Dotted about the hill are snow covered ramps and logs. He has to jump these or swerve around them. There are lads standing on either edge of the slope holding out pieces of pie. Garfy has to jump up with his mouth open as he passes to nab the pie to build up his strength.

Odie accompanies Garfield down the slope on what looks like an upside down dustbin lid, but I don't really understand why he's there because he doesn't aid Garfield in any way.

The thing that bugged me overall about this game is that you don't seem to have to accumulate points, no score appears at the bottom of the screen, and it seems to take weeks for your energy to run out. That aside, I thought the graphics were really brilliant, with both the Garfield and Odie characters staying true to the original cartoon.

I really wanted to like this game. The basic idea is fine, but it's just too slow and frankly not very interesting. There's more chance of me being knighted than getting addicted to Garfield Winter's Tale.



ARCADE REVIEW

## FAX BOX

*Label: The Edge Author: In-house Price: £8.95 Memory: 48K/128k Joystick: Various*

| GRAPHICS | SOUND | PLAYABILITY | LAST ABILITY |
|---|---|---|---|
| 75 | 65 | 56 | 50 |

***Nice graphics, shame about the rest***

Reviewer:

OVERALL **50**

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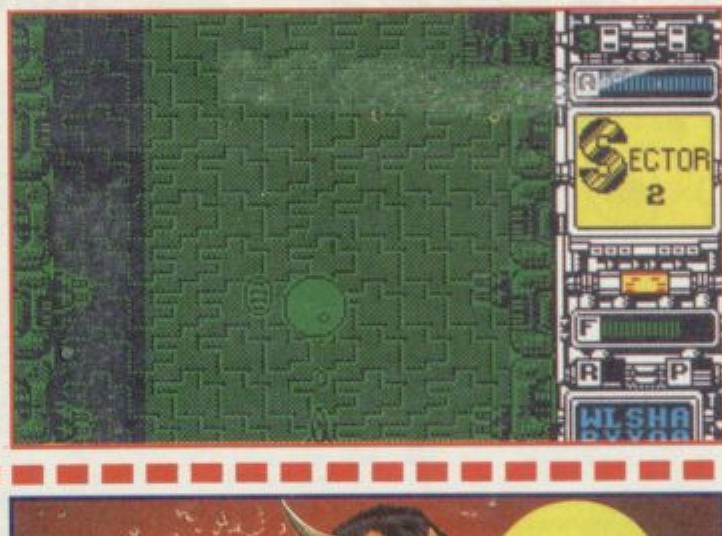
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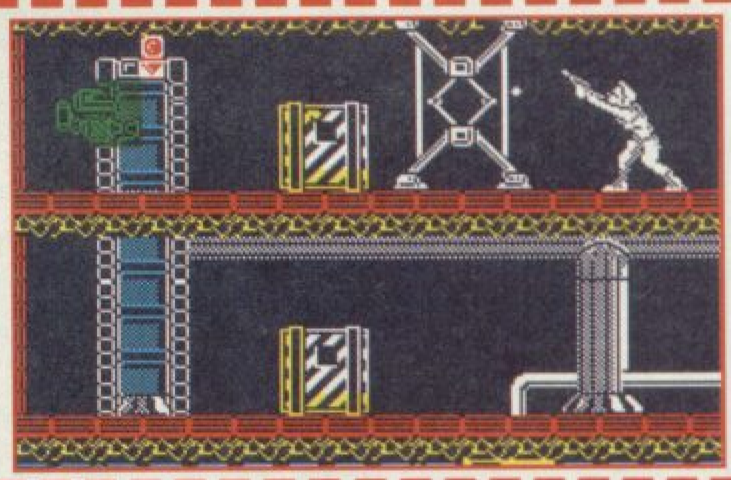



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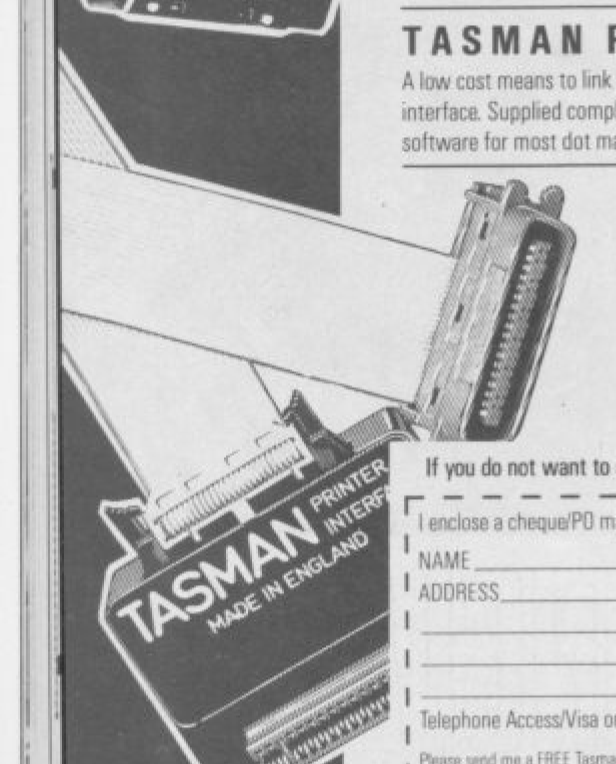
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## WIGGLE WIGGLE, GOB GOB

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LAST SHIP HOME; Rodney Matthews is famous for illustrating Michael Moorcock's fantasy hero
A) Edward the Obnoxious
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C) Eddie the Eagle

VISIONS OF SPACE; The first man on the moon was
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- Allows you to distance peripherals from your computer. 6" long.

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### TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

**ONLY £10.99**




## RAMPRINT™

### THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

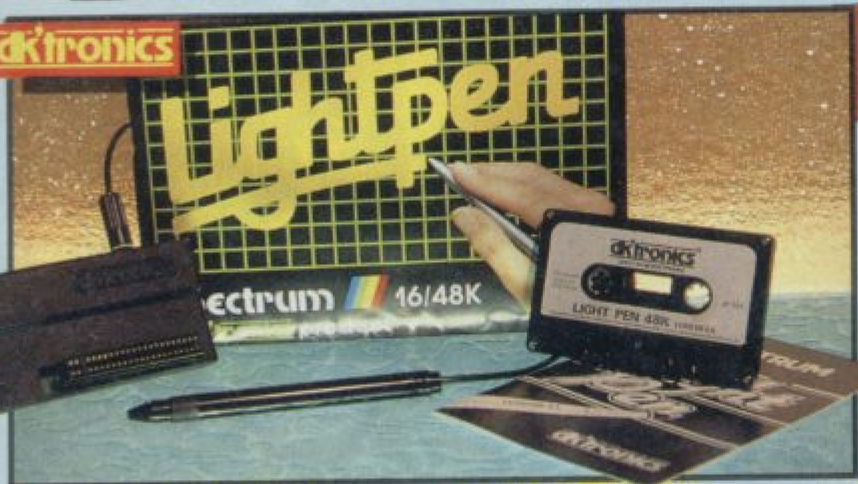
### PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

**ONLY £34.99 NO MORE TO BUY!!**

# DATEL ELECTRONICS

## LIGHTWRITER™








- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

**JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.**

**COMPLETE SYSTEM LIGHTPEN/INTERFACE/SOFTWARE**
**ONLY £15.99**

## dk'tronics SPEECH SYNTHESISER




- Very easy to use, comes complete with comprehensive instructions.
- Complete with 4" pod mounted speaker.
- Infinitely variable vocabulary using allophones.
- Create words & sentences easily.
- Can be used to create sound effects.
- Complete with software on cassette.
- Through bus connector for other add-ons.

**ONLY £19.99**

## PARALLEL/CENTRONICS PRINTER INTERFACE



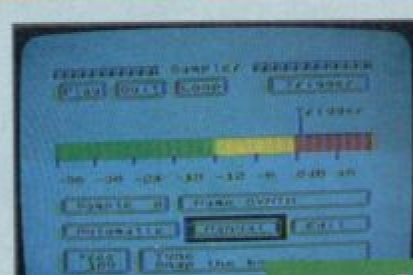

- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

**ONLY £19.99**

## THE ULTIMATE MIDI PACKAGE...




## RAM music machine






**MIDI COMPATIBLE**

**THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.**

- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

**ONLY £49.99**

**FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM**

GAMES REVIEW!

# FRUIT MACHINE SIMULATOR

Fruit machines are the devil's own brew. Like a ravenous monster from hell, the familiar one-armed bandit has now leapt into the world of technology and although now limbless, it is far from armless with dazzling arrays of pulsing lights, special features, flashes and even voices to tempt the wary into parting with their worldly goods.

So why have a simulation of a fruit machine? As we all know, you're supposed to win money out of 'em otherwise, why play 'em? I have to maintain that for me, any games where you have to stake your own money in order to try to gain more back doesn't work if there isn't the prospect of losing (or gaining) some cash. If you play poker without the prospect of winning money it's just not the adrenalin pumping experience it should it. Unfortunately, the same can be said of fruit machine simulator.




Climbing precariously down from my high horse, I must say that the game is a very good example of fruit machineness. Up to four players can compete against each other to see who is the best gambler. Each spin of the wheels sends the fruits tumbling towards the elusive winline. Get two or more similalr items on the first two or more reels and presto! You win! A MEGA-TREK feature comes into play if you can light all the letters of MEGA-TREK with some of the numbers that appear on the fruit. Collect this and you move to the Mega-Trek screen where there is a multitude of various wins which you may collect or try to gamble for a higher prize. A Turbo feature (which appears to be random) is also included, whereby you can try to continue Treking for a better win or take whatever feature is lit.

What can I, a mere irritation on the bum of humanity say? The graphics are quite good, sound is okay and the playability is simple enough. The lastability depends entirely upon your need to play fruit machines that cost nothing and pay even less. The prospect of using the program for practice before bunking off school and whizzing up the arcade to spend all the money out of your mum's purse that you've just stolen is frightening to say the least. So don't do it. It's illegal and your mum'll give you a well deserved thrashing to within a inch of your life - and all that happens before she turns you over to the Police. So be warned, if you feel the urge to leap into an arcade and gamble away the family fortune whist hanging around with delinquents (like Kylie Minogue) buy this game instead.







It's Mega Trek - No it's not an updated version of the adventures of the starship Enterprise - just a chance to get rich.

## FAX BOX

ARCADE REVIEW

FRUIT MACHINE SIM 2

Label: Codemasters Author: In House

Price: 2.99 Memory: 48/128/+2/+3 Joystick: Various

| GRAPHICS | SOUND |
|---|---|
| 75 | 67 |
| 74 | 70 |
| PLAYABILITY | LAST ABILITY |

Why not give it a whirl if you're an addicted gambler?

Reviewer: Garth Sumpter

OVERALL 70

# CD PLAYER

**Ok, let's get straight to the point here. Those looney lads at Grand Slam have just brought out Space Harrier II on the Specy. You'll see that it's been reviewed within these very pages and we think it's pretty alright!**

As a way of celebrating the launch of *Space Harrier II*, Grand Slam have chucked a rather posh Philips Personal CD Player in our direction, and you can win if you're very very lucky.

The CD Player is worth around £100, so you know you won't be getting any old rubbish. It has 20-track programming,




multi-function display and introscan (whatever that is). It can be plugged into a stereo or used with batteries and has two headphone sockets with volume control. To finish it off it has a strap to hold it and a snazzy carrying case - oooeeeoooo.

If you don't win the CD Player, 25 of you will still have a chance of winning one copy of *Space Harrier II*. And, if you still haven't nabbed one of those 25 have a further chance of winning one Space Harrier poster - yeehah!

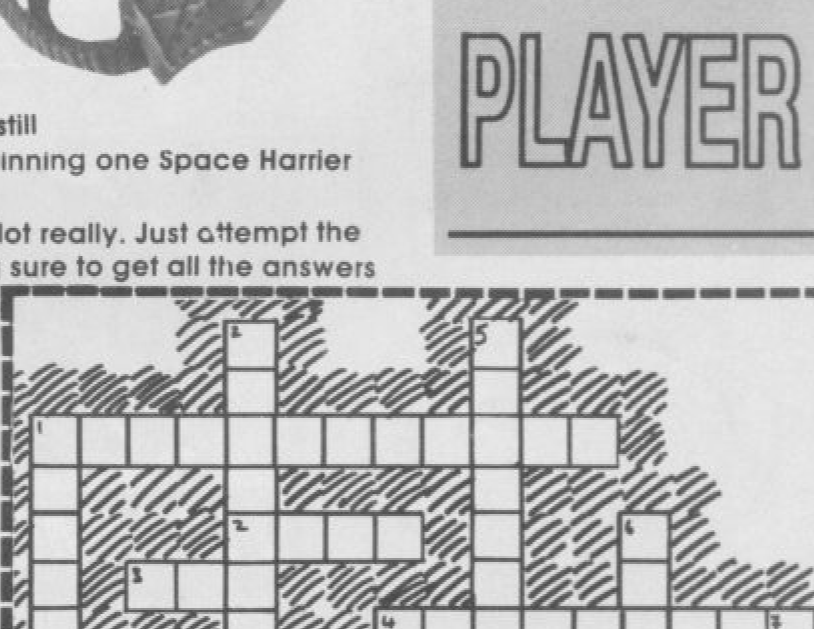
What do I have to do then, I can hear you holler? Not a lot really. Just attempt the really tricky (but not really) Crossword on this page, making sure to get all the answers correct. Then stuff the Crossword and the coupon in an envelope and send it to us at 'I'm gliding through the milky way ok, comp', Sinclair User, 14 Holkham Road, Orton, Peterboro P62 OUF. Get it to us before March 31st 1990. What could be easier folks?

### ACROSS

1. Shape of background
2. (and 1 down) 1st prize in this compo
3. Grandslam's logo
4. Maker of games
5. You'll need these to listen to your prize
6. If you bump into these you'll die
7. This game is not monochrome

### DOWN

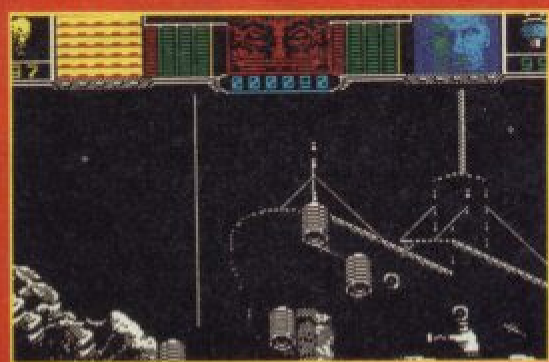
1. (see 2 across)
2. Another great Grandslam space game
4. Weapon used in *Space Harrier II*
5. It's the name of the game
6. (see 4 down)
7. These can be seen in the distance on every screen



Name:
Address:
Postcode:
Tel:

# THE HIT FACTORY

What's the difference between a good game that sells only a few thousand copies and another game that sells in tens of thousands? We asked Garth Sumpter and he came up with one word - Marketing. We sent him out into the world to record the development of a game, from the very first ideas of the programmers, through the marketing and promotion machine to the finished product on the shelves...



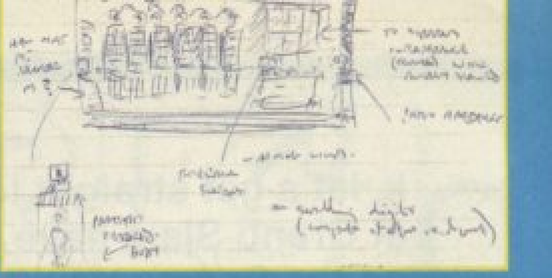
Hit games don't just happen. They are the product of two entirely different but inseparable skills - programing the game and marketing the finished product. In this series, we hope to give you an insight into the computer games industry - how a product is made and marketed. Although two very different skills are used in each area, a game (or Product) relies heavily on its advertising and promotion. A bad product can't be saved by great marketing (although there are some prime examples where this hasn't been the case) and even the most superb game needs a marketing campaign in order to achieve its full potential.



## HAMMER FIST

Hammer Fist will be a member of that fairly exclusive group of computer games - the original product. Not spawned of big licensing deals, the film of the book of the tea towel, Hammerfist is the product of Vivid Image's team of programmers and graphic artists headed by Mev Dinc, John Twiddy and Hugh Riley who first worked together on System 3's Last Ninja II and left together to form the new company.

The game idea was first conceived by the team over a year ago, when Phil Harrison who was working as games designer for the Vivid Design Team, came up with the idea of having a flick flack fighter - inspired by the film Blade Runner's Priss who was a pleasure andriod with the deadliest of



The original roughs of the first screen complete with Hugh's near illegible writing. Well, he's an artist isn't he not a calligrapher.

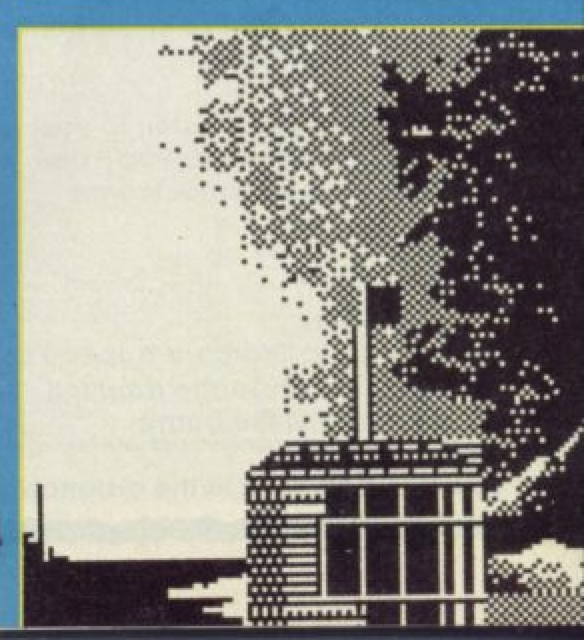


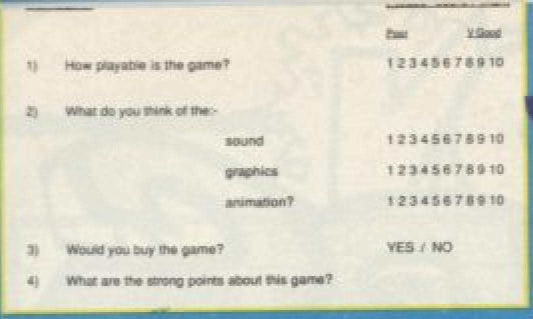
As soon as a game is vaguely playable it's time to roll in the game testers. Activision, who are marketing Hammerfist on Vivid Image's behalf, have a group of lads from the local school in as part of their computer studies lessons. Why didn't we do that at my school?

# HAMM



Each of the backgrounds is built, from only several images.



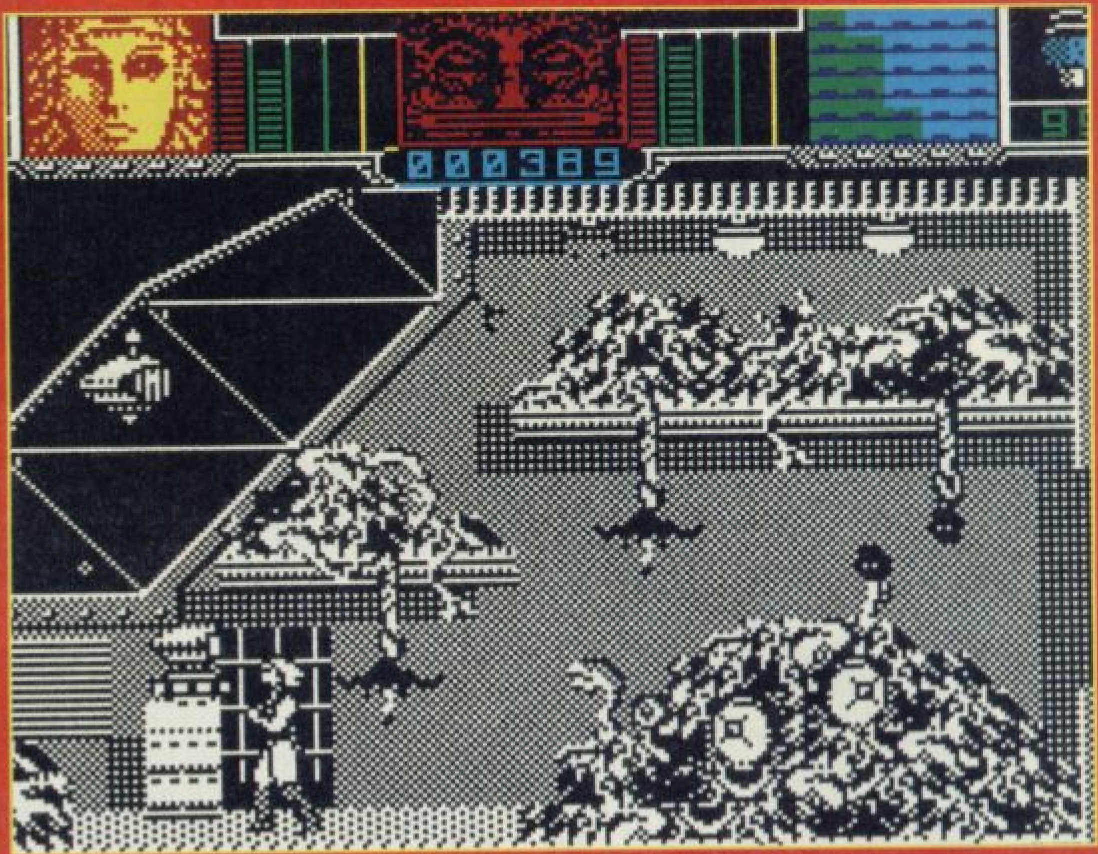


| | Poor | V.Good |
|---|---|---|
| 1) How playable is the game? | 1 2 3 4 5 6 7 8 9 10 | |
| 2) What do you think of the:- | | |
| sound | 1 2 3 4 5 6 7 8 9 10 | |
| graphics | 1 2 3 4 5 6 7 8 9 10 | |
| animation? | 1 2 3 4 5 6 7 8 9 10 | |
| 3) Would you buy the game? | YES / NO | |
| 4) What are the strong points about this game? | | |
| 5) What are the [illegible] [illegible]? | | |

As the lads play the games (on the various formats), they fill in this form so their comments can be noted and any changes made to the game design.



The games testers have departed and Vivid Image and Activision sit down to discuss packaging and marketing. Here they trash out the best way to spend their marketing/promotion budget.
The Ideas:
A high tech map (perhaps on plastic card).
A dossier on the two heros of the piece.

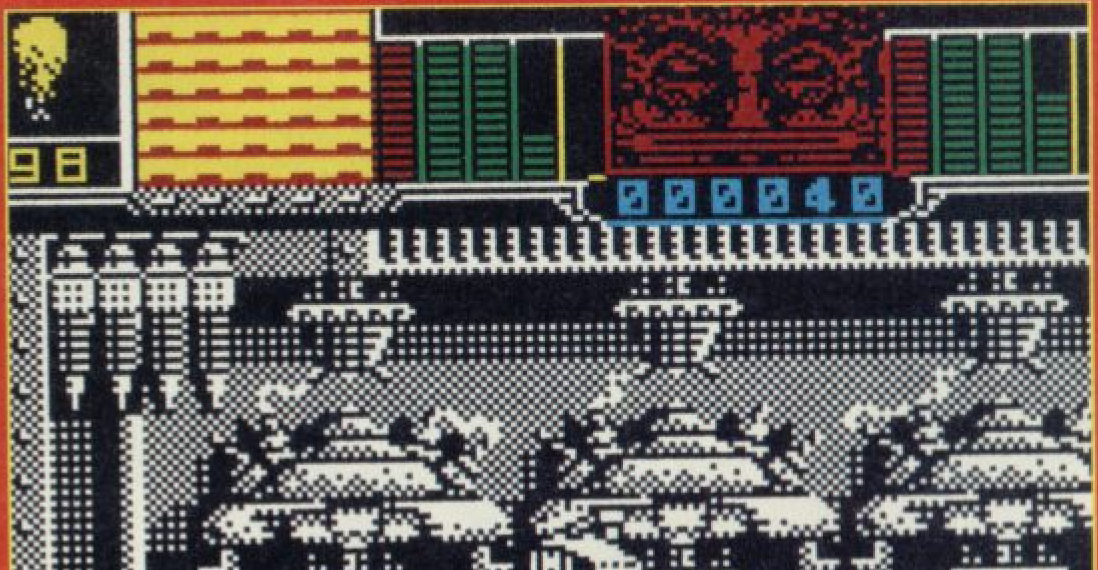


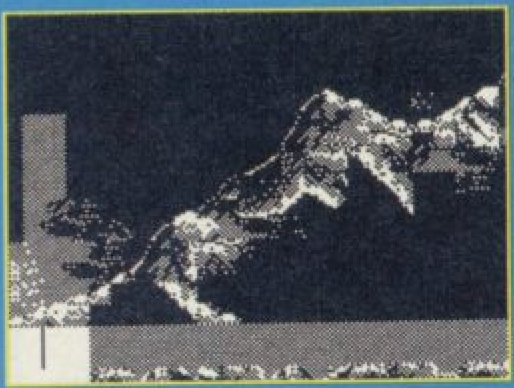
# ERFIST

## FACT FILE

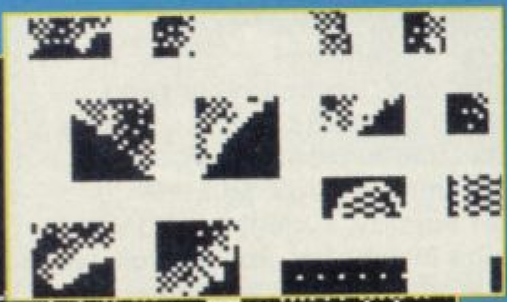
Hammerfist is currently in production with Vivid Image and has progressed as far as moving graphics and several screens. As we take up the story, the game is undergoing play testing and is being edged towards a finished product. The program is still being improved and plans are just being formulated towards the marketing of the game. The game scenario centres around two characters which the player controls Hammerfist and Matalisis, who have their bodies trapped by the Master whilst he uses their holographic images to his own ends. A computer malfunction frees their holograms from the control of the Master but fuses them together - allowing the player to switch between the two characters and their peculiar abilities. Hammerfist is a rugged, battleship of fighter whilst Metaisis is a woman Ninja with no weapons other than her athleticism.

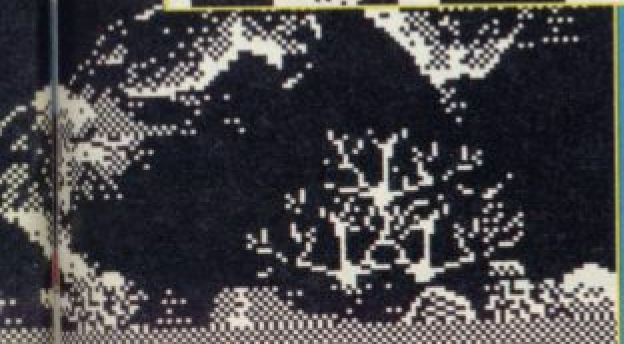






A selection of the parts that make the whole.





# COMPETITION WINNERS




## GLOWING TO THE MOVIES COMPO

### 1st Prize:

20 Odeon cinema tickets and a glow in the dark T shirt and a copy of the game - Ghostbusters II
Winner:
Nigel Richardson, Sutton, Surrey

### 20 2nd prizes:

2 Odean cinema tickets and a pulsating T shirt
Sam Gordon, Watford, Herts
David Greene, Westwood, East Kilbride
Fraser McGown, Dronfield, Sheffield
Barry King, Chelmsford, Essex
Josef Al-Qubanchi, Newcastle
Aaron Robinson, Weymouth, Dorset
Gary Vickers, Langworth, Lincoln
Jennie Eldred, Gorleston, Norfolk
Jon Rose, Bognor Regis, W Sussex
Andy Dalli, London SW8
Gareth Gronow, Lakeside, Cardiff
Howard Mansfield, Mansfield, Notts
Dean Russell, London Nw8
Gary Saxton, Southend-on-Sea, Essex
Steven Wilkins, Grt Bardfield, Essex
Gene Lyster, Lodden, Norfolk
Helen Williamson, Elgin, Moray
Jonathan Caffrey, Watford, Herts
Mario Bufo, Walderslade, Chatham
James Spendlove, Yapton, W Sussex

### 10 3rd Prizes:

A luminescent shirt
Chris Cook, Wetherley, W Yorks
Mark Collins, Kidderminster, Worcs
Mark Landin, Stowmarket, Suffolk
Kerry Smith, Slough, Berks
Peter Barclay, Sydenham, London
Janine Broadbent, Rawtenstall, Lancs
Jon Worby, Solihull, W Midlands
David Haffner, Redditch, Worcs
Daniel Levene, Rushden, Northants
Colin Stokes, Aintree, Merseyside

## LONE WOLF COMPETITION -

We thought you'd like to see the winning piccy from our 'Watch out there's a monster in this envelope' compo from way back. So here it is - nice one Michael Barker of Wigan.

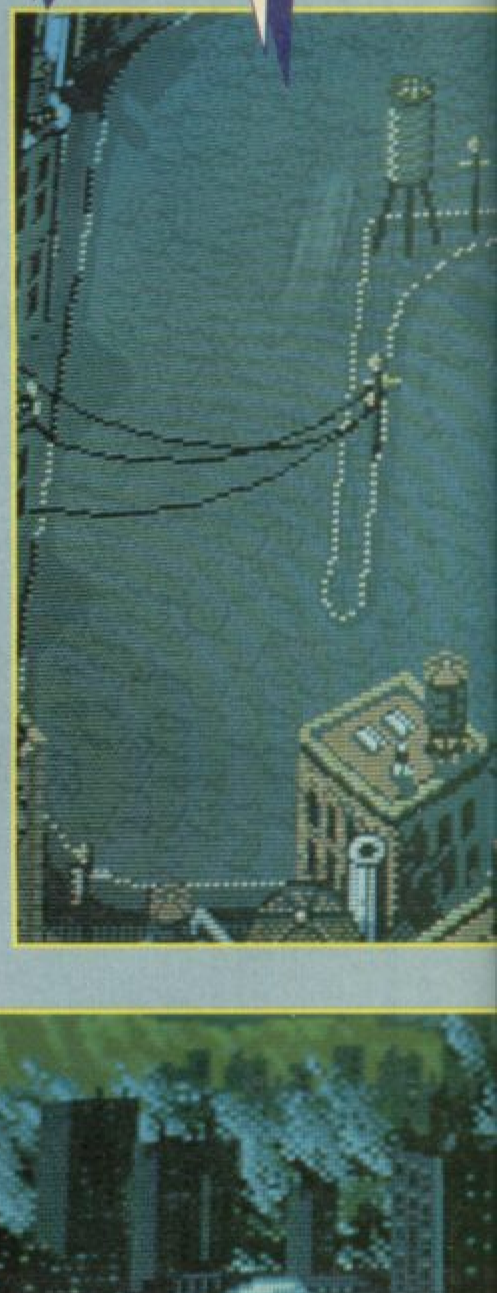
# COIN

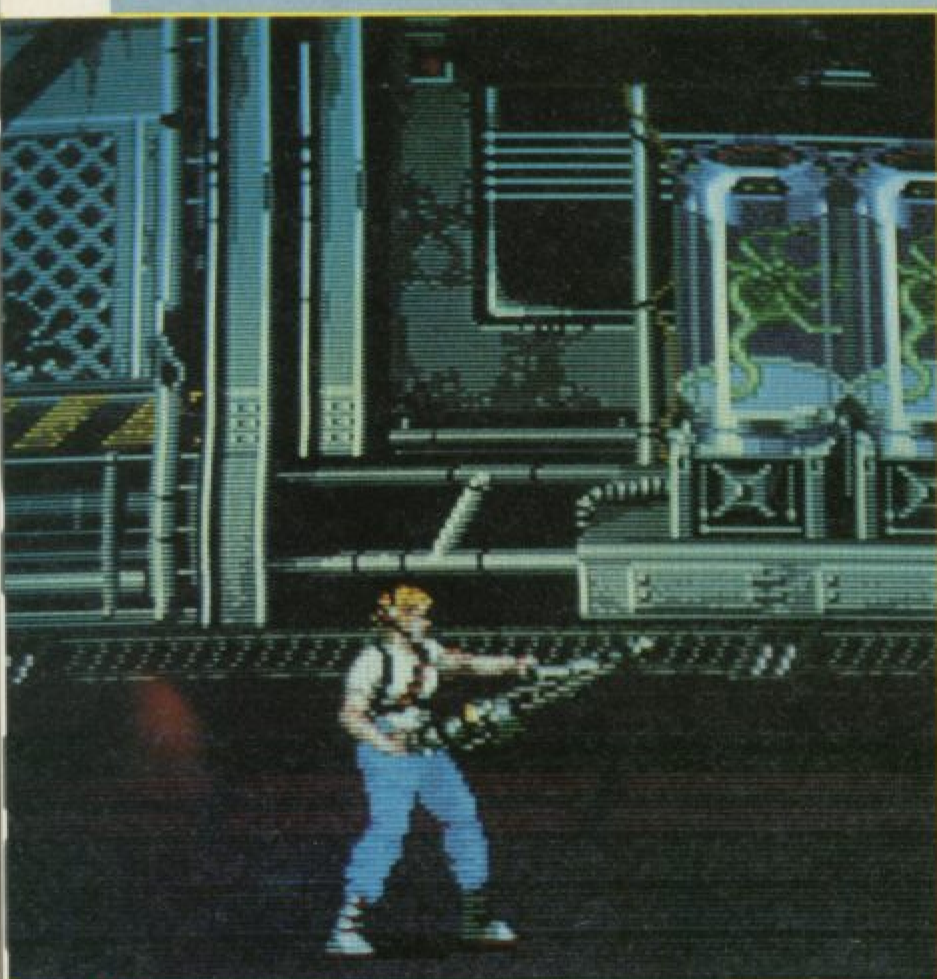
This is the time of year when all the arcade operators get together and take the train down to Olympia - to see what the hot new games of the year are gonna be. *Sinclair User* sneaked in the back to bring you the very latest.

## Badlands - Atari Games

After Sprint 1, then Sprints 2, then ***Super Sprint***, then Champion ***Super Sprint***, what else could Atari Games do with the top down motor racing concept? How about ***Super Sprint*** with guns? You got it - ***Badlands*** is the old-race-around-the-circuit concept with a difference. None of this nudging your rivals off the track stuff - it's get those guns out and blast 'em into oblivion.

Come to think of it - it's a bit like a fantasy drive around the M25. Good points - familiar gameplay with a bit of extra spice. Bad points - ahhhgghl Not another version of Sprint!!!





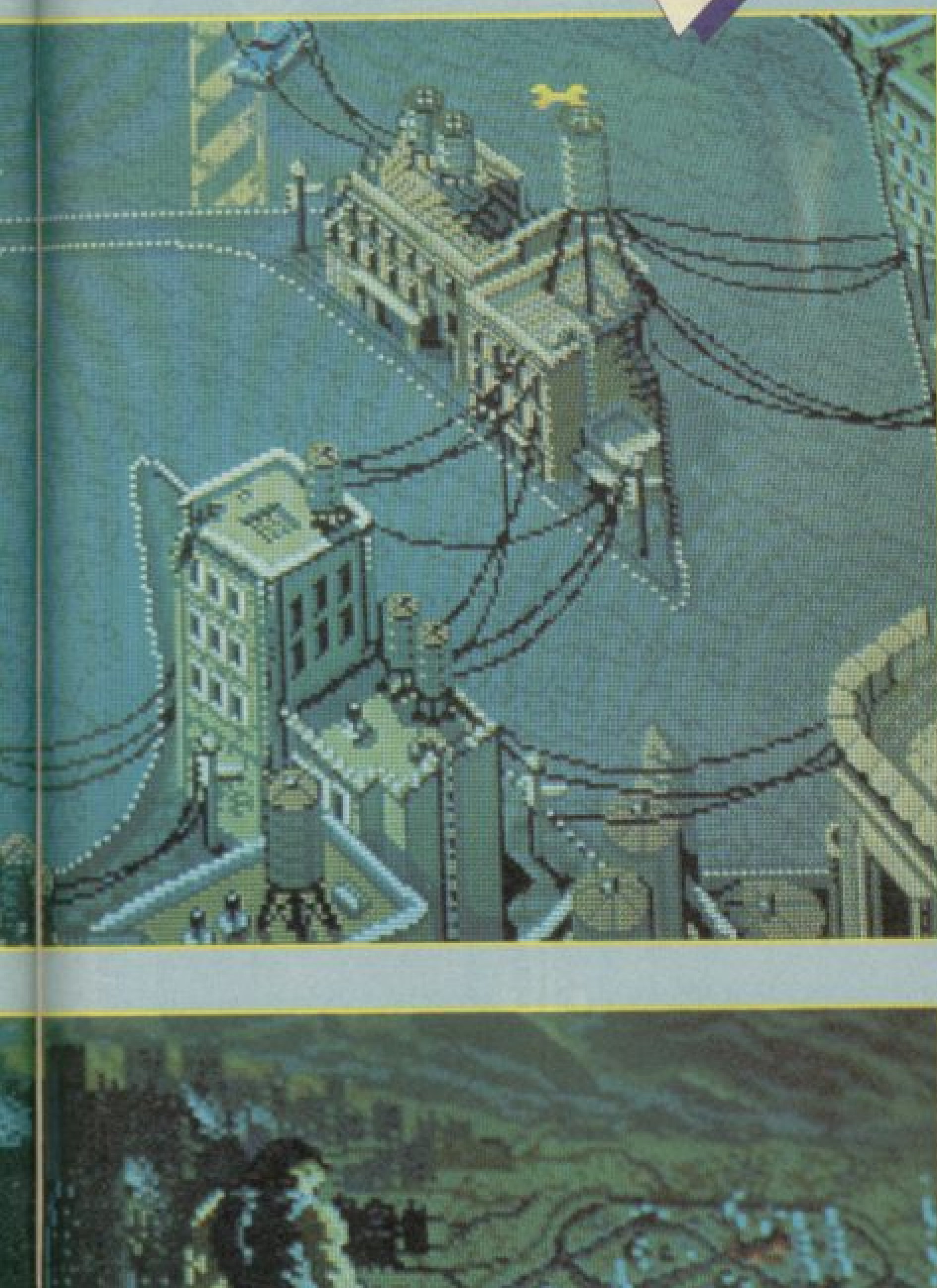
## Aliens - Konami

In space - no one can hear you scream. In an arcade - no one can hear you whine when you run out of cash. But at least it's not as dangerous as being alone on a spaceship with an almost indestructable alien being - whose ferocity is only outstripped by it's appetite, like it was in ***Alien***.

This one take's it's theme from Aliens (the follow up to the original film, Alien) where you are trapped in a space station with HUNDREDS of the nasty things. Nice use of digitised images to set the scene - pretty good gameplay once you get into the action too. Rate this one as a machine to look out for.















# Gradius III - Konami

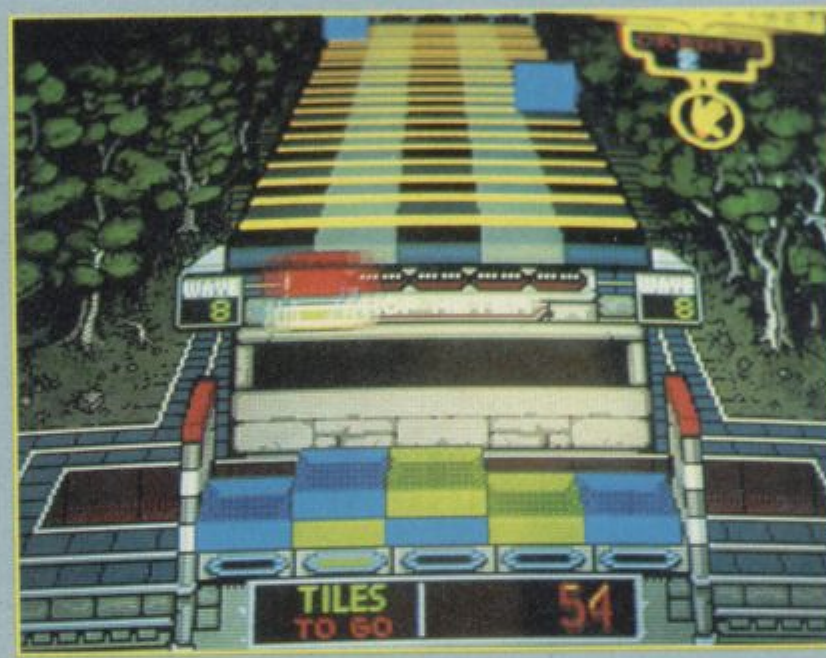
Y'know something? Konami have got a lot of really clever people working for them, churning out extremely competant shoot 'em ups like ***Gradius III***. But as the name might suggest - they're a bit short of new ideas. You've played Nemesis, Gradius, Vulcan Venture and all that stuff. Well, ***Gradius III*** is the latest off the Production Line and is all you've come to expect.

Start off playing the things and, well, it's not at all bad - but after a minute or two, the yawns start to set in. Have we seen this before somewhere? Yes - many, many times. Come on Konami - give us another ***Block Hole***!



# COIN-OPS

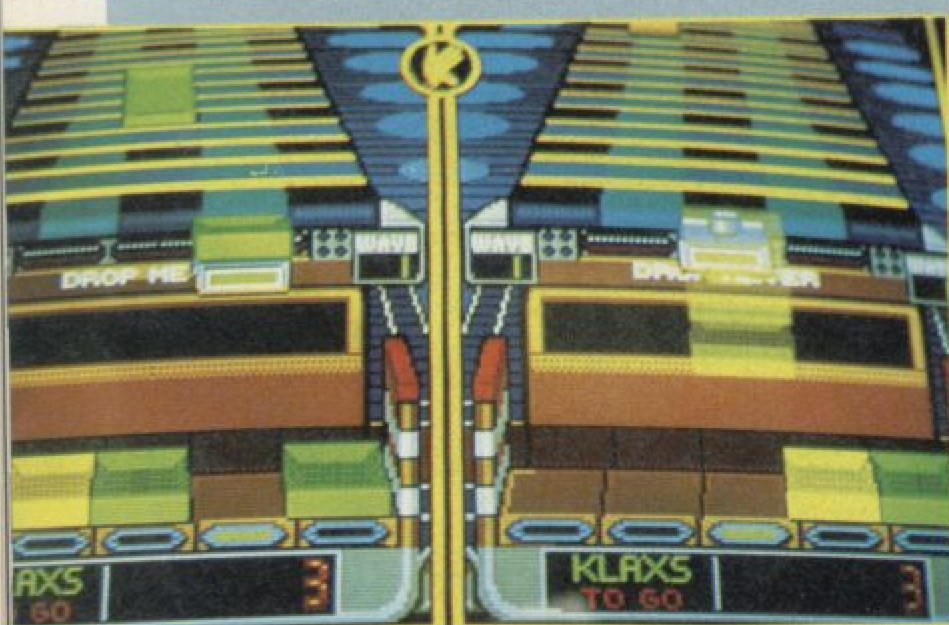
## Klax - Atari Games

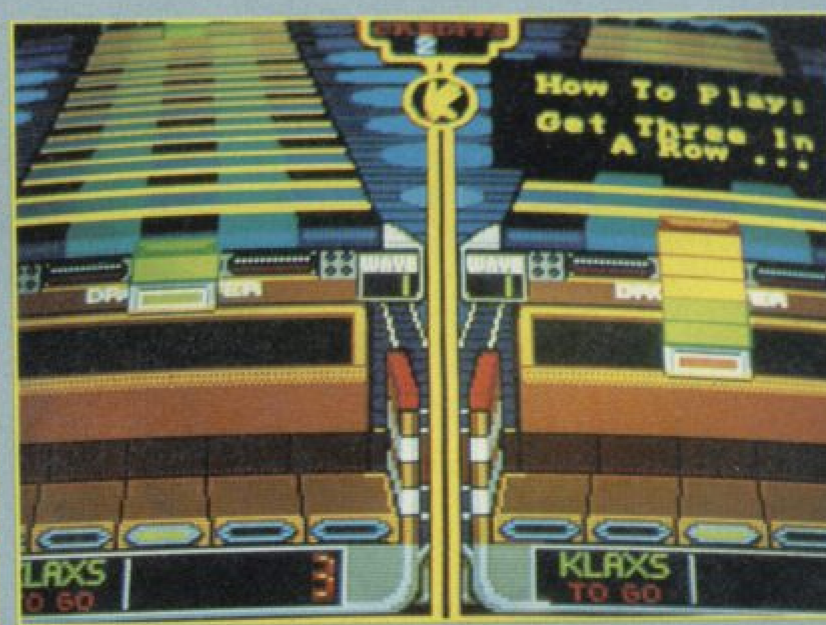



Atari made 15 fortunes with Tetris and have been looking for a follow-up ever since. Klax is it - and looks set to do another blockbuster. The scam is this - you can see tiles of different colours coming at you down the top grid. When they reach the bottom of that, they fall off onto a conveyer belt type thing that runs underneath.

What you do is control the movement of the conveyer belt left/right - and what you are trying to do is pile up or align three or more of the same colour....which then dissapear.

Simple - eh. But more addictive that you can imagine. Not quite a good as Tetris maybe, but way ahead of the vast numbers of run of the mill puzzle games that have made it onto ROM recently.




## World Grand Prix (Real Race Feeling) - Taito

CENSORED

OK then. "No pictures please" they said [illegible] it's only 25% finished." And did we li[illegible] th[illegible] Nop[illegible] But we did pay clos[illegible] [illegible] ix foot [illegible] next to the cabin[illegible] wi[illegible] di[illegible] e cr[illegible] B[illegible] lieve us - it's gonna be fab[illegible] oony.

Imagine boring [illegible] **Su[illegible] ang On**. But wait a mo'. Super Hang On wasn't boring! Well it will be once you've had a go at ***WGP***. Because, my fine friend, when you lean the bik[illegible] W[illegible]P, the whole of the display leans wi[illegible] ou[illegible] massive[illegible] fas[illegible] moving sprites and all. [illegible]he [illegible]oriz[illegible] oes [illegible] d[illegible]gonal - and just to make it more re[illegible] - t[illegible] ectric fans attached to the machine b[illegible] [illegible]his air at you, so as you feel like you're racing along at thousands of miles per hour.

The best bike racing game ever, you can bet we'll be crossing various palms with silver and taking up Karate just to get screen shots of this one, just as soon as is humanly possible.

# WORK!

***First time problems? New game won't load? Never fear, the SU Trouble Shooting guide to Gameplay will help you through!***

**Okay, so you've got to grips with your new Spectrum. But aren't there just a few things that aren't entirely "crystal"? Of course there are. The Trouble Shooter is easy to use. Simply check out the appropriate box and heading for the solution to your particular niggle.**

## CHECKLIST

* Make sure that the leads go in the right places!:

| LEAD | FROM | TO |
|---|---|---|
| Tape | Ear (Cassette) | EAR (Computer) |
| Tape | Mic (Cassette) | MIC (Computer) (When saving) |
| TV lead | Spectrum | TV |
| Power | Power Pack | 9vdc back of Spec |

## JOYSTICKS

* The **BEST** joysticks for the Spec +2 and +3 are made by Cheetah. You won't be able to use most sticks with the machine, owing to reworking of the standard joystick ports by those at Amstrad.

## RESETTING SAFELY

* **NEW** won't entirely purge the machines memory. Use the **RESET** button, or (if you haven't got one) pull the power. It's **SMARTER** to unplug the power pack from the mains than to pull the lead out of the back of the Spectrum.

## LOADING

* Make sure you've got a decent, clean **TAPE RECORDER**. (Unless you've got a +2). Buy one with a **TAPE COUNTER** in order to use multi-load games with ease.
* If your games **AREN'T LOADING**, check that: Your **VOLUME** setting is correct (just below maximum) / The tape isn't **STICKING** (fast forward and rewind it a couple of times) / It **SOUNDS** okay (the signal should be high pitched and constant during the bulk of the code)
* Ensure that your **LEADS** are correctly connected. On a +2 or +3 the single jack should be plugged into the Spec and the **EAR** socket into the EAR (or LOAD) hole on your tape deck. On other Spectrums, ensure that the same colour leads are in the correct sockets. Disconnect the **MIC** lead when **LOADING**
* **SAVING:** Always remember to let the tape run past the leader before you press **ENTER** after the **SAVE** command. **DON'T TOUCH** the keyboard or tape player while saving. Always use the **VERIFY** command. Don't save onto a tape too many times without erasing it properly. Or you'll end up with **ODD BLOCKS OF PROGRAM**

## TV TUNING

* If you've got a **CRAPPY PICTURE** on your telly when using your Spec, it may well be owing to some other interference, like a hi-fi being on and nearby.
* To save continually unplugging and plugging your Spectrum to the TV, buy a "Y" connector from an electrical shop, and you'll be able to switch between them easily.

## GENERAL USE

* If your Spec is getting uncomfortably **WARM** while in use, make sure there's plenty of room underneath the machine (ie; don't use it on the carpet).
* **NEVER** connect **PERIPHERALS** (joysticks etc) while the machine is switched on.
* Don't leave your **TAPES**/discs on top of the computer or the **TELLY**, the magnetic fields given off may well damage them.

# I'VE GOT THIS PROBLEM

## THE AMERICAN CONNECTION

Dear Doc

A transatlantic call for help ! I've just moved over here with my Spectrum +2 and picked up a cheap printer from the local shop (or hardware store, as I think I've got to call it). I can't get it to work, though even though I've got a genuine Sinclair RS232 lead. It's Data Products MPP310X, and I've enclosed a photocopy (Xerox?) of the bit in the manual about it. I can sometimes get garbled characters out of the thing, but nothing sensible.

**Peter Moffat, Honder's Point Mass,USA**

**•Set up the printer DIP switch as follows, from SW1 onwards - on off on off off off off on off off off off. This sets up the baud rate and parity bits to conform to the standard settings of the Spectrum; if after changing these you still only get garbled output there's either something up with the computer or the printer. Usual tricks apply; find another computer or printer to check things on. If you really get stuck,I'm sure the Editor will let me fly out on SU expenses to give you that personal service ... Won't you, Ed?**

## JOYSTICK JUNKIES

Doctor Doctor....

My trusty Speedking Joystick is ailing. When I try and move up and left at the same time,nothing happens,but if I go left or up individually it works. Why should this be,surely if the directions work by themselves they should work with others? I could just buy a new one,but we've survived so many intergalactic battles together I'd like to try and fix it. By the way, my brother's Quickstick works fine,so I don't think it's the speccy



**Antony Ballard**

**•No,it's not the Spectrum.Your sick stick is probably suffering from a dislodged microswitch; I've fixed a couple of Speedkings with this symptom myself. Carefully peel off the sticky plastic on the top of the stick, and undo the tow screws on the sides. There will be a worrying moment when a lot of small bits leap out and decorate the carpet, but the one you're looking for is a bunch of four switches in a square cradle.**

**What sometimes happens is that the switches work loose from the support,and don't make contact with the central steel shaft. If you gently push down on them,they should slide back into place. If you want to make a permanent repair, a small dab of superglue on the underside of the switches keeps them in place wonderfully. Just make sure you don't get any on the button of the switches (which will make your joystick,er,stick), and two minutes later the unit will be as good as new and ready to do serious damage to those aliens.**

## IT'LL BE OIL RIGHT

Dear Dr Rupe

Can you settle an argument for us? My pal Jerry says that you can make the ink in a printer ribbon last longer if you spray oil on it, but I think that this will ruin the paper. If it is true, I'd like to know about it because printer ribbons are expensive and I do a fanzine on my Spectrum. But I don't want to ruin my Star printer.

**Kevin Anderson Folkestone,Kent**

**•It's almost true. The kind of oil called WD40, a very light oil that smells a bit of marzipan, can revive faded ribbons for a week or so by dissolving some of the ink out of the fabric, and if you're stuck for a new ribbon it can buy you more time. Be careful, though; take the ribbon out of the printer first otherwise you might get some oil on the printer mechanics and this can stop it working in various interesting ways.**

**Also if you've got a colour dot matrix printer, avoid spraying it with any sort of oily gunk. the colours you get at the end may remind you of the last time you over-indulged in the trifle at a party.**

## HAVE SPECTRUM WILL TRAVEL?

Doctor Rupe

Me and my family are going to have a long holiday in Europe this summer in a camper. My dad's already got a colour TV that works from the car battery, but my Spectrum + will only work from the mains. Is there an adaptor I can get that will let it work abroad, or something I can do to the computer?

**Jerry Holton Dunstable, Bedfordshire**

**•There are two things you can do. Your spectrum actually runs from 9 volts at around half an amp, so if you get a converter that takes the 12v from the vehicle and knocks it down so you can run the computer directly; just plug it into the TV in the same way and it should all trip along a beaut. The other - more expensive- option is to get what's called an inverter. This takes the car voltage and turns it into the same 240v as the mains at home uses. Inverters are far more expensive than convertors , and run the battery down faster, but have the advantage that you can also run printers and other mains-powered devices so you might be able to convince your family that this is the better idea. Somewhere like Tandys sell both types of gizmo.**

**Mike Mullen from Scotland also asks about a power supply problem saying that the mains in his remote village often dips below the point where his Speccy will work properly. A car battery connected to a mains battery charger and a car adapter will provide constant volts and keep the computer going even though a complete power cut, and is probably the cheapest if slightly messy - way of ensuring this**

GAMES REVIEW!

# ARCADE TRIVIA QUIZ

Now you know me, I like a nice bit of trivia, but I take some convincing that games like Trivial Pursuit translate really well onto a computer.
Arcade Trivia Quiz tries to pep things up a bit by adding a bit of split-second fire-button excitement to the brain-scratching, then rather cacks things up by being full of the most stupid mistakes you can imagine.
The graphics are, I admit, raaa-aaa-aaather nice. On the right hand side of the screen you see a pyramid of subject cards, each illustrated with a dinky little icon indicating its subject; film and TV, science, geography, sport and so on. Up to three players can take part, taking turns to hit the choice key or fire button as the cards flash in turn. If you don't choose a subject within about eight seconds, the currently highlighted card is selected for you. It slides off the screen and a question box appears - the timer bar then starts to slide down and you have a short time to choose one of the four alternative answers by moving the joystick before the timer runs out. If you make a mistake you may be given another chance, or fined and given the choice to restart or continue.
If you get through to the top of the pyramid you get a Cash Run, with shorter and shorter times being coupled with greater cash rewards. There's also the odd Jackpot question where you have the chance to double your money. There are several files of questions which are loaded from the B side of the tape. The game's all rather good fun, or it would be if it weren't for The Problem.
The Problem is that the whole game is riddled with spelling mistakes and errors of fact. When asked about the origins of the boars of South Africa, I naturally started sifting through my vast stock of knowledge about wild pigs, realising at the last second that they meant BOERS. Again, when asked "Who said 'Neither a borrower nor a lender be' - Falstaff, Othello, Mcbeth or Hamlet", the true answer is, none of them. It was said by Polonius. And Mcbeth ought to be spelt Macbeth. And in a pop question, Jimmy OsmAnd ought to be spelt Jimmy OsmOnd. And on it goes.
The ridiculous mistakes in Arcade Trivia wouldn't be so important in any other type of game, but in a general knowledge quiz these things ought to be done proper. Perhaps Zeppelin's programmers ought to indulge themselves in a little spelling quiz?







ARCADE REVIEW

## FAX BOX

ARCADE TRIVIA QUIZ Label: Zeppelin Author: TAG Price: £2.99 Memory: 48K/128K Joystick: Various

| | |
|---|---|
| GRAPHICS | 69 |
| SOUND | 57 |
| PLAYABILITY | 65 |
| LAST ABILITY | 64 |

*Clever trivia idea, spoiled by silly mistakes.*

Reviewer:

OVERALL 60






# ARCADE FRUIT MACHINE









**Just what the world needs. Another fruit machine simulator. Whilst there's already a glut of turgid simulations filling the toilet of the budget's it's amazing that yet another chocolate log can be produced.**

I suppose the production meeting went like this; "OK lads, we need a really big budget success. What's been at the top of the budget charts for the last eleven decades? Oh, Codemasters' One-Armed Bandit simulator. They're easy to write, aren't they? Three rolling graphics, a couple of flashy lights, a few bloopy noises and you're there. Get Daz, Gaz and Waz onto it, and we'll have it in the shops the day after tomorrow."

Well, they got it in the shops alright, and it's a perfectly good fruit machine simulator; you can give yourself up to 99 credits to start with, hold the reels, roll them forwards or backwards, (so long as you ignore the wrong control key given in the instructions), go for the Cash'n'Grab bonus by lighting up the letters along the top of the reels, nudge, win spins, use the Feature control to stop the reels at a particular point, and all that stuff - but what is the ruddy point? Surely the idea of a fruit machine is to lose all your money, and since you don't have that excitement on the micro version, it all seems rather silly. In any case, anyone mad enough to want to play fruit machines on a computer will already have the Codemasters game, and Zeppelin's isn't sufficiently better to make it worth the effort. Admittedly, if you're so addicted to one-armed bandits that you pour all your money into them, this might be a cheap way to break the habit. Unless you're a Fun City psycho I really can't see any point in bothering with this one

## FAX BOX

ARCADE REVIEW

Label: Zeppelin Author: Dented Designs Price: £2.99
Memory: 48K/128K Joystick: Various

| GRAPHICS | SOUND |
|---|---|
| 56 | 57 |
| 64 | 54 |
| PLAYABILITY | LAST ABILITY |

*Roll them reels! Punch them buttons! Yawn yawn!*

Reviewer:

OVERALL 58

# TH



Greetings, mortals. I should like to begin by asking some pertinent questions. How does the man who drives the snow plough get to work in the morning? Can blue men sing the whites? Can a Sorceress ever catch a cold? I don't know the answers to the first couple of questions, but as I sniff delicately and constantly over a mug of lemon tea while gazing longingly at a white smoking tube that would, if lit, reduce me to the state where any sensible board of selectors would immediately pick me to open the coughing for Britain, I can assure you that the answer to the last question is most definitely yes. Oui, c'est vrai, je have la cold.

Consequently I find myself shunned by the rest of the world, apart from someone occasionally prodding open the door with a long stick in order to throw a few more pills and other hopeful remedies at me. I now have enough medicine to stock a small chemists for months. But never fear (oops, cough cough cough), the world of adventures will not be deserted. It takes more that a few miserly germs to stop me, I can tell you, so I reach into the bottomless pit of adventure beside me and pull out ... a book.

It has to be a book, since it refuses to fit into the disk drive or tape deck. It has pages, spelling, punctuation, whoopee! It is called **Adventures On The Spectrum** by Drarreg Ekim, also know as Mike Gerrard, famous adventure columnist for some Spectrum rag, amongst others. To get the details out of the way, it costs £4.95 and is available from the author direct at P.O. Box 7, Ramsey, Huntingdon, Cambridgeshire PE17 2UZ. You'll have to add 5 pence for post and packing, or £1.05 if you live outside the U.K.

There are six chapters in the 128 pages, and after an introduction for newcomers in the first chapter we find information on the history of adventure games, buying adventure games, a very good chapter on clubs and magazines devoted to the genre, before some information about doing-it-yourself (writing and producing adventures, that is) precedes the bulk of the book: chapter six, and the complete solutions to 43 Spectrum adventures.

This, I would imagine, is the section that most people would be interested in. Most of the "standard" adventures are there, like **The Hobbit** (and The Boggit), **Colossal Cave** (and Very Big Cave Adventure), Guild of Thieves, Castle Blackstar, Bugsy, Rebel Planet, and oodles more. No Level 9 games, unless you count their version of Colossal Cave, for the very good reason that readers with legitimate copies of their games can send off for their comprehensive hint sheets anyway.

The final pages contain a collection of useful addresses, and in some cases telephone numbers as well, to round off the sort of book that deserves to do very well indeed. If someone had told me that Mike Gerrard was writing a book about spectrum adventures, this what I would have wanted to see as the final result. A pat on the back, and buy it!

Still, every rose has its thorn (every cowboy sings a sad, sad song), and the book does not contain a solution to **One Of Our Wombats Is Missing** from Zenobi Software. And that game was written by Mike himself! But enough of Mr. Gerrard for this month, and let us move on to other things.

**Magic Missile,** the tape

## SECRET OF LITTLE HODCOME:

(from where we left off) Find plank at forester's hut, cross a chasm, climb a tree, collect mistletoe. Down tree, climb fence, climb drainpipe to get back in cottage. find ladder in bedroom, then in cellar examine floor, slide slab and find phial. In passage just north of guardian, feel floor. In and around church, fill phial with holy water, dig is grave, have mistletoe, wear cross, read a book, move gargoyle, throw rope, push wall in alcove. Throw phial at guardian, pull panel in tiny room. Unlock chest with gold key. Examine and break jar, take rib (from grave) and heart to hilltop near inn. Pierce heart and throw heart into well ... and all's well that ends will!

## TEMPLE OF TERROR:

(from where we left off) Can't kill torturer? Throw him a scorpion. Can't get by the swords? Use a stone with magnetic properties. Eye stinger a problem? Close your eyes! Can't find any money? Look in the pouch. And if the gnome won't trade, get something from the pirates till next time!

# HE SORCERESS

*Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*

magazine for Spectrum Adventurers which I mentioned a couple of months ago, is still going strong. Available from Matthew Wilson at a cos of £1.50 a tape, this bi-monthly magazine can be ordered direct from Matthew at 75 Ben Rhydding Road, Ilkley, West Yorkshire, LS29 8RN. I said it was good last time, and after seeing issue 2 I can only repeat myself. Keep up the fine work, Matthew.

For something completely different, anyone playing our freebie **Lost City** should note that all objects are only used once, so drop them when you've used them since you can only carry six things at a time. To finish the game, listen to the advice given via the conch. Don't be frightened by the owner of the villa either!

On the subject of advice I've just seen some about a tricky problem in Zenobi Software's **Agatha's Folly**, Linda Wright's excellent game. £2.99 by the way, and although you SHOULD know where Zenobi live by now their address is 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. And the problem?

The scribbles in the small bedroom, and to reveal them you'll need to wet the sponge and soak the wallpaper, them scrape the wallpaper off with the flat rock. Not the conventional way of stripping wallpaper, but needs must I suppose.

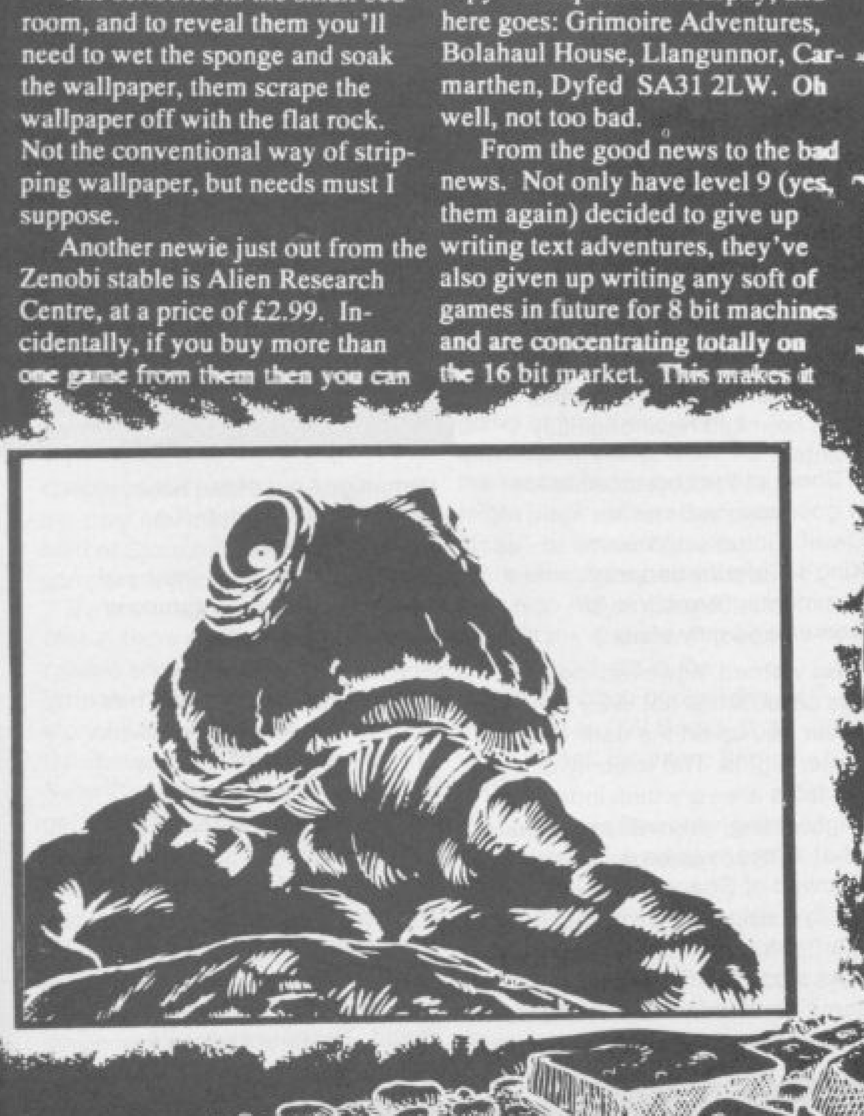
Another newie just out from the Zenobi stable is Alien Research Centre, at a price of £2.99. Incidentally, if you buy more than one game from them then you can deduct 50 pence from the price of EACH title ordered, which to my rusty mathematics means that you could order Agatha's Folly and Alien Research Centre for the combined price of £4.98, and you can't get much fairer than that. the Alien one isn't all that difficult, but is very good for all that, and contains some rather good graphics if you like that sort of thing.

More new stuff at a price of £2.50 on tape or £4.50 on 3.5 inch disk for you 128K spectrum owners comes in the form of a game called the **Pendant of Logryn.** Written by a 17 year old called Jamie Murphy this is a large game with over two hundred locations, thirty of them illustrated, and NO SPELLING MISTAKES. Briefly you are on quest to recover a lost pendant. Lost, that is, by your king, who wants it back because it's priceless and magical. Also it was given to him by his grandmother, and she's coming to visit next week. All sorts of creatures are dotted about the game, and about the only thing wrong with it is the two hours it will take you to write out the author's address if you want a copy! Cheques to J.Murphy, and here goes: Grimoire Adventures, Bolahaul House, Llangunnor, Carmarthen, Dyfed SA31 2LW. Oh well, not too bad.

From the good news to the bad news. Not only have level 9 (yes, them again) decided to give up writing text adventures, they've also given up writing any soft of games in future for 8 bit machines and are concentrating totally on the 16 bit market. This makes it all the more important for you to continue to support the smaller companies who are still producing software. Anyway, if you've ever wanted to round off your collection of Level 9's games now seems to be the time to do it, because they're keeping the stuff in stock where they can (legally, that is).

So grim news in the early part of the year from Level 9, but I've mentioned a few games for you earlier on and I shall try to get some for you next month. Hope fully, by then, my cold will be a thing of the past and spring will be bursting out upon us. Until then (cough cough sneeze), byeeeee!





## WITTS END

# CASTLE EERIE:

(from where we left off) In the anteroom, pour water into the hole on the top of the control panel to short out all the electrics. Now the gang are after you! Go W, W, N, N to the boss's office and turn the switch to open the steel doors. Go S, W, W, S to the cavern (you'll need the torch again). Lift the beam to topple it into the crevasse and prevent the gang following you. Go to the sandy beach, strike a match and light the rocket. The police helicopter lands, you are rescued, and the gang are all successfully rounded up ... end of game!

# BLACK KNIGHT:

(from where we left off) Examine the dead guard twice to find a sword and a key, then strip him and wear his uniform. Push the body off the bridge so his relief doesn't see it. You'll pass him on the bridge but he smiles and nods when he sees you in uniform. Examine the plants in the thicket, they're hemlick. In the courtyard, go up to the gallery and walk round twice. The leopard follow you round below and its chain will wind round the central plinth, pulling it tight up against it. Now you can go back down and walk past it safely. Unlock the door in the garden with the key you took from the guard and go into the kitchen. Put the hemlock in the ale being served to the soldiers, and soon they'll be deathly still. Go up to the Tower Chamber where the black knight is sleeping. He wakes up and draws his sword. Just keep attacking him, and in the end you'll win ... end of game

# PRECIN

**We've written a fair amount about *Games Workshop* in the past few months - and why not? The company has been one of the most potant infulences in the development and expansion of the Fantasy Gaming hobby in the UK in the past decade.**

Only ***TSR*** can probably claim to have made a greater impact during that time.

Like TSR, however, Games Workshop have learned that to be successful in this field - diversification is the name of the game - and how!

Board Games, Role-Playing Games, Magazine Publishing, Record Deals (yes - really!) - and now a toe in the water of Book Publishing.





Not surprisingly, the subject matter in question is - yup - Fantasy, all stories based within GW's own Warhammer mythos.

Four books are availible at the moment - two books of short stories, ***Ignorant Armies*** and ***Wolf Riders*** and two full length novels, Drachenfels and Zaragoz. We've taken a close look at two.

Ignorant Armies is a selection of eight short stories, each of about 30 pages each. The plots vary from goings on inside the capital city of Middenheim to adventures on the Northern Chaos Wastes - but all are essentialy narratives involving snatches of action.

First off, at least it's fair to say that despite the lack of variety in the basic structure of each story - a single male central character in dire physical or emotional states and the tale of how things work out - most of the authors have managed to shy away from the classic pixie cliches.

***The Reavers and the Dead*** by Charles Davidson, for instance, takes the story of a village boy who has the opportunity to warn the settlement of an impending raid, but instead is seduced by Dark Forces into carrying on his minor researches into Necromancy a little bit further than he might have originally wanted.

Some of the characterisation is good too - a Beserker Dwalf, Gotrek, in William King's ***Geheimnisnacht*** comments, "Armour is for women and girly elves"!

Be warned, however, that this collection is not likely to cheer you up on the dark winter nights. The majority of the tales are very dark indeed -highlighting very well exactly what it means to be a followed of Chaos in the faintly Teutonic inspired Warhammer Universe.

As such, you might well get some good ideas and atmosphere for your own



campaigns out of the book - so as source material it's reccommended.

As literature - well - many of the ideas covered in ***Ignorant Armies*** (such as the emptiness of Chaos, the mystery of the Immortals) has been written about extensively by Micheal Moorcock in his Eric of Melnibone stories, such as the excellent Strombringer.

For sheer elegance of style and economy of effort, Moorcock - with the greatest of respect the the assembled company here - is streets ahead. That's not to say this

# NCT 19





collection isn't worth looking at - only make sure you get hold of Stormbringer to compare it with.

It's probably no coincidence that authors of the two best crafted short stories in ***Ignorant Armies*** - the title story by Jack Yeovil and A Gardener in Parravon by Brian Craig are the ones who get to get their full length novels published, Drachenfels and Zaragoz respectively.

Reading ***Drachenfels*** - we found that it was not at all bad. The book starts - 25 years previously to the main action - with a fight which finishes off the Great Enchanter, Drachenfels. A quarter of a century later, Detlef, thesbian extrodinaire, is commissioned to recreate the scene.....and it all ends up in a spooky, if somewhat frangmented, climax.

Not destined to be a classic, again the novel will serve as good background material for any GM and is, at least, a self contained story - not the first part of some mega-pixiebash epic.

Warhammer hiehards are going ot find these books essential reading, then. As for the rest of us, the odd peek might inspire a few campain ideas - or at least give the more unimaginative an idea of how Non Player-Characters really think and act. Priced at £4.99, find them in the proverbial good bookshops, or try writing to GW Books at 34 West Street, Brighton, BN1 2RE.

Here's a book that's been too long getting into paperback - Mona Lisa Overdrive by William Gibson. MLO finishes off the series of good started by Gibson with Neuromancer and continued with Count Zero - by which he single-handedly started off a whole new genre of Science Fiction, now called ***Cyberpunk.***

Gibson is an excellent writer - fluid, yet sparse - with an ability to create a beievable world twenty or thirty years into the future. The most famous scene in modern Sci-Fi movies must be the opening sequence of Blade Runner, with Harison Ford striding through a dirty, hi-tec crowded street. Gibson manages to recreate this atmosphere in which society and ecology is slowly deteriorating even as hi-technology trickles down even into the slums.

The gosh-wowness of these book is the main theme of computer hacking in a world



where there is no VDU or TV display on a computer system, you just plug yourself into the system itself and a whole representation of the Net, ***Cyberspace***, is created in your head.

However, fast action is mixed with some slightly deeper questions on the subject of computer intelligence, combining to make one of the best series of novels to hit the Sci-Fi world in years. Highly, highly reccommended.

Incidently - if you want a no holds barred space opera, just crying out ot be filmed as a block-buster movie - get your mits around Ian Banks' Consider Phlebas. 'Nuff said?



Finally, a plug for a publication I had almost forgotten existed. Dragon Magazine. Largely a house mag for TSR (just as White Dwalf is for Games Workshop) it does seem to cover slightly broader RPG issues, rather than the very specific rule additions and modification carried by White Dwalf. The December issue had some good material on how to play deities in RPG campaigns - and while you might not agree with all of it, at least it get the grey matter moving a bit.

That'll set you back £1.25 an issue or £16 for 12 if you subscribe. Try writing to TSR UK at 120 Church End, Cherry Hinton, Cambridge, CB1 3LB.

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# GARFIELD & SNOOPY COMPO

**Aaaaah, look what we've got here. Those funny chaps from the Edge have given us a big squidgy, cuddly, wuddly Garfy warfy (yeah, ok, enough of that - Jim) to celebrate the launch of *Garfield Winter's Tail* on the Speccy. Alongside Garfield they've also brought out Snoopy - the cool computer game, so they're offering lots of beagle type things to SU readers too - bless 'em.**

The winner will get a ruddy brill package of Cuddly Garfield, a Snoopy T-shirt, three Snoopy videos, Garfield's Winter's Tail game, Snoopy - The cool computer game, Garfield poster, Snoopy poster; Garfield badge and Snoopy badge (phewwwww!) - generous or wot?

Five 2nd prize winners will get a stick-on Garfield, copies of both games and posters.

Twenty 3rd prize winners will get a Garfield badge, Snoopy badge, copy of both games and posters.

Fifty 4th prize winners will get posters



Loadsa lovely gear, don'tcha think? Now I s'pose you'll want to know how to get your grubbies on some of this stuff?

Now, this'll be fun. You see on this page four wee empty boxes. What we want you to do is draw either a Snoopy or Garfield cartoon strip inside these boxes. Then write some funny speech bubbles to accompany your drawings and you could be lucky enough to snaffle a prize. Colour it in if you like and send it off to us pronto at: Cartoon Capers, SU, 14 Holkham Road, Orton, Peterboro P62 OUF. Entries must arrive before 31st March 1990.

RULES No employees of EMAP or The Edge may enter this competition. The editor's decision is final and no correspondence will be entered into. No responsibility will be taken for entries lost in the post.

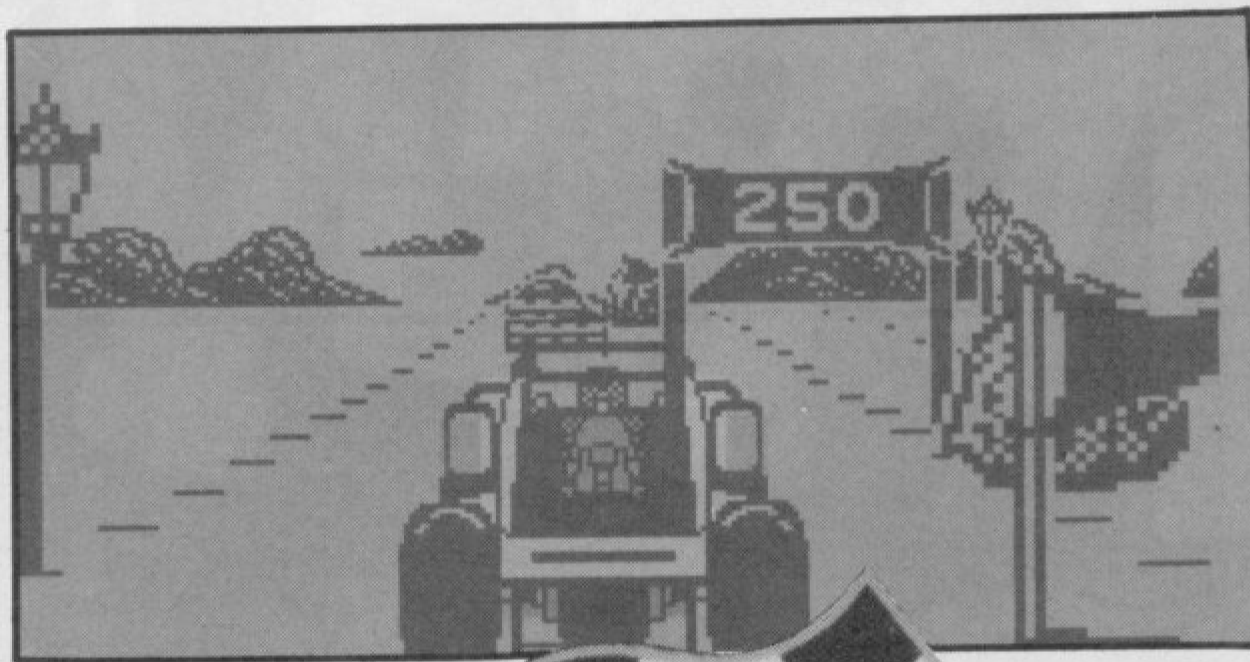



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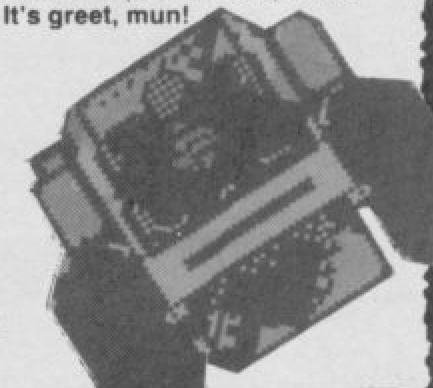
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GAMES REVIEW!



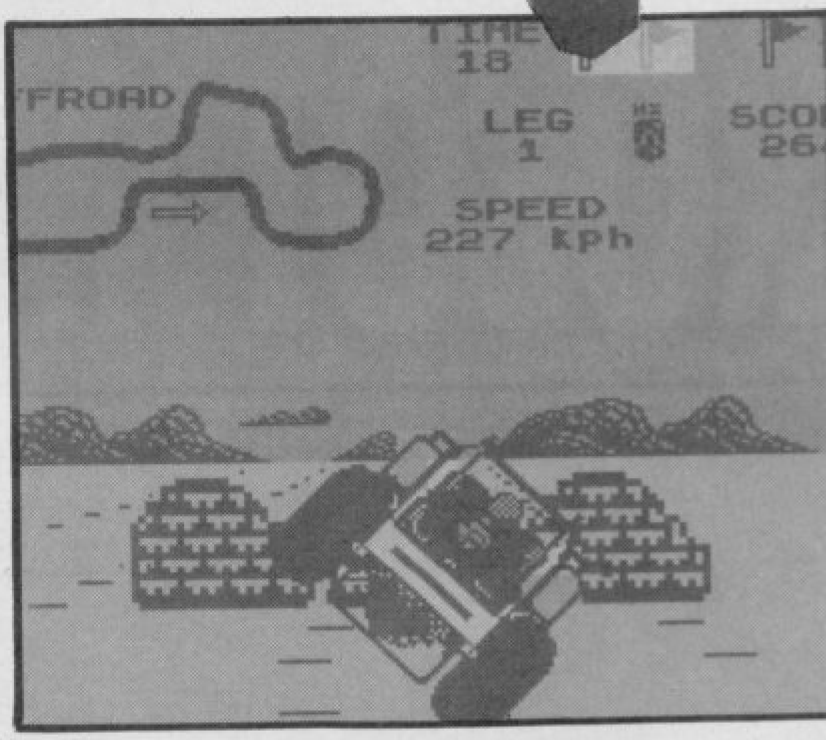

the amount of the course you've completed, tempting you to take dangerous risks as you battle to defeat the time, Buggy Boy is one of the most exciting racing games of the lot; big chunky colourful graphics and appropriately poot-poot sound add to the overall impression of polish. It's greet, mun!



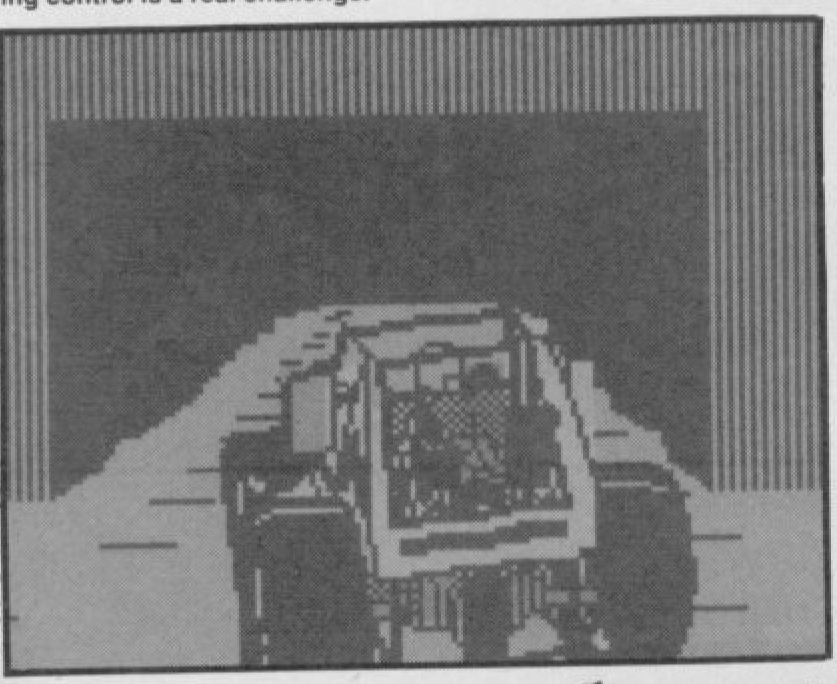
# BUGGY BOY®

Yeah, you remember this one! Vroom, vroom! Bump boink! This was one of the rather better offerings from 1988's rash of tire-squealin', rubber-burnin', car-smashing drivin' games, and it's nice to see it making it onto budget. Converted faithfully from the Tatsumi coin-op, Buggy Boy is a driver's-eye view racing game featuring remarkably good scrolling and up-down movement of the background. To add even more to the action, your dune buggy has an un-nerving tendency to leave the ground, and though you only have two gears and an accelerator to worry about, keeping control is a real challenge.

You don't have a straightforward course to contend with either. The five courses are littered with boulders, trees, brick walls and fences, all jigging about with nicely judged perspective animation. You have to dodge or jump over the obstacles, keeping your speed as high as possible to complete the courses in time without spinning off the track. You can collect bonus points by passing between gates or picking up flags, and these points are converted in to much-needed bonus time on the next leg. There's also a mysterious football, bouncing through the desert as if it's escaped from another game, and this gives you bonus time too. With a route map showing you





ARCADE REVIEW

## FAX BOX

*BUGGY BOY: Label: Zeppelin Author: Dented Designs Price: £2.99 Memory: 48K/128K Joystick: Various*

| GRAPHICS | SOUND |
|---|---|
| 56 | 57 |
| 45 | 35 |
| PLAYABILITY | LAST ABILITY |

Reviewer: Jim Douglas

OVERALL 45

10 20 30 40 50 60 70 80 90

# PREVI

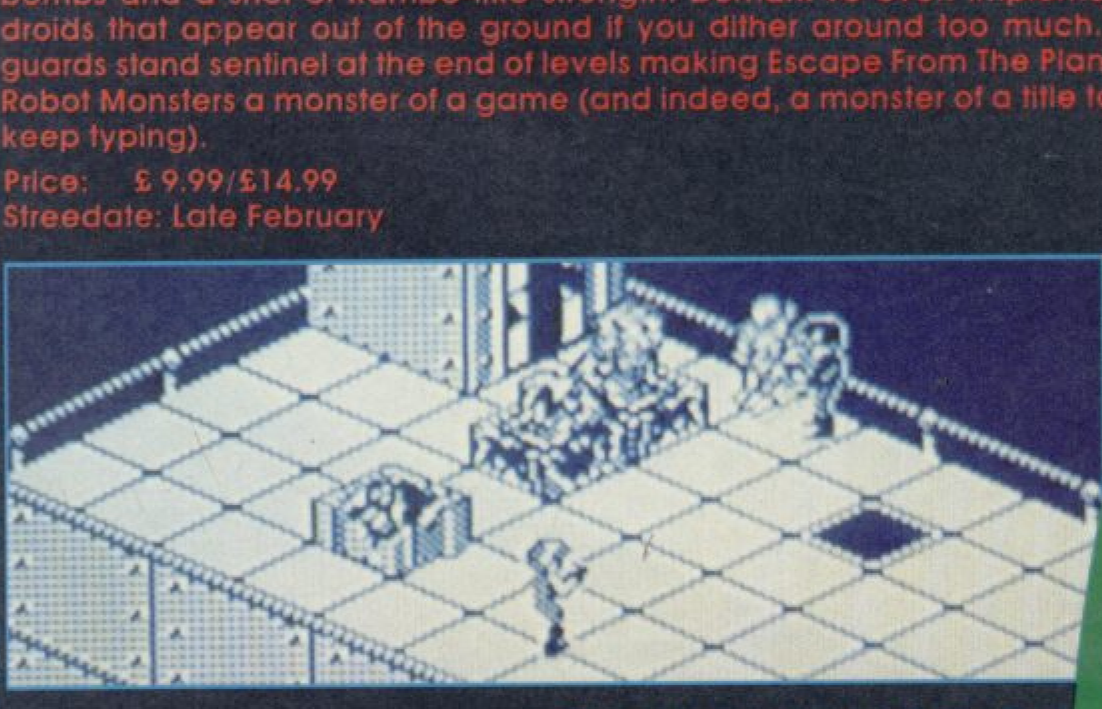


# ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS



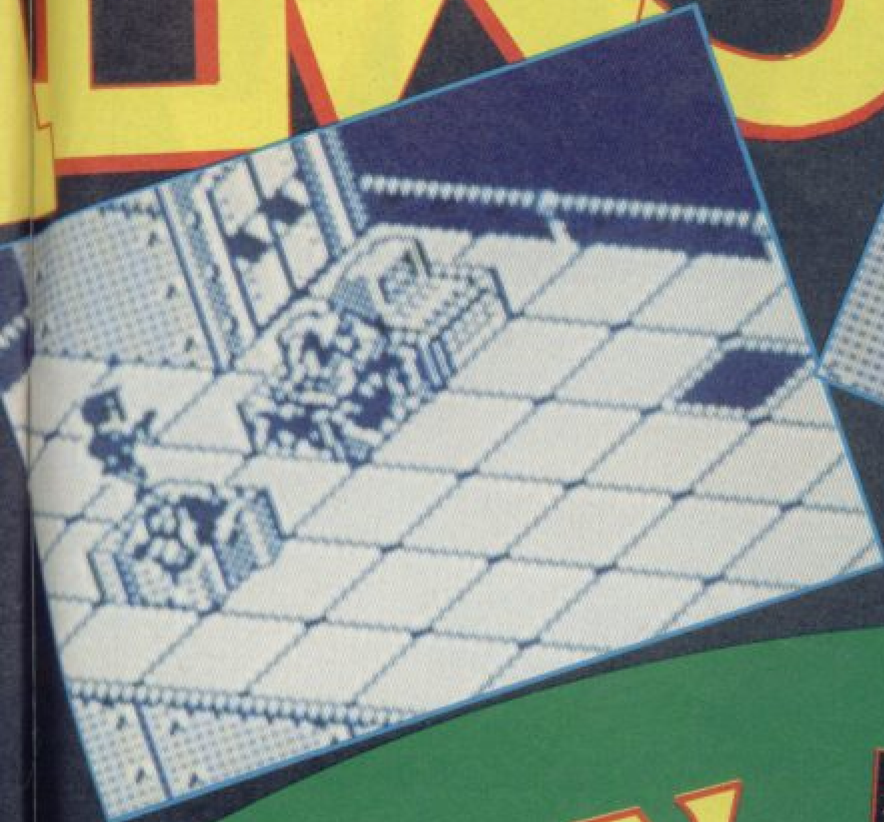
No doubt you've seen the title before on the Atari coin-op so now we can tell you that the damned evil Reptilons have landed on the Spectrum, enslaving the human race and using them to build a robot army with which to conquer the most popular planet in the cosmos. Yes indeed, it's Earth again and once more it's all down to you (and a friend if you've got one) to zap away at the robots, dodge the shots fired at you by robot guards and rescue the human slaves, all this whilst blasting away at anything that looks as if it might be useful to the Reptilons. Along the way there's the odd couple of things that may help you like extra fire power, bombs and a shot of Rambo-like strength. Domark've even implemented the droids that appear out of the ground if you dither around too much. Reptilon guards stand sentinel at the end of levels making Escape From The Planet Of The Robot Monsters a monster of a game (and indeed, a monster of a title to have to keep typing).

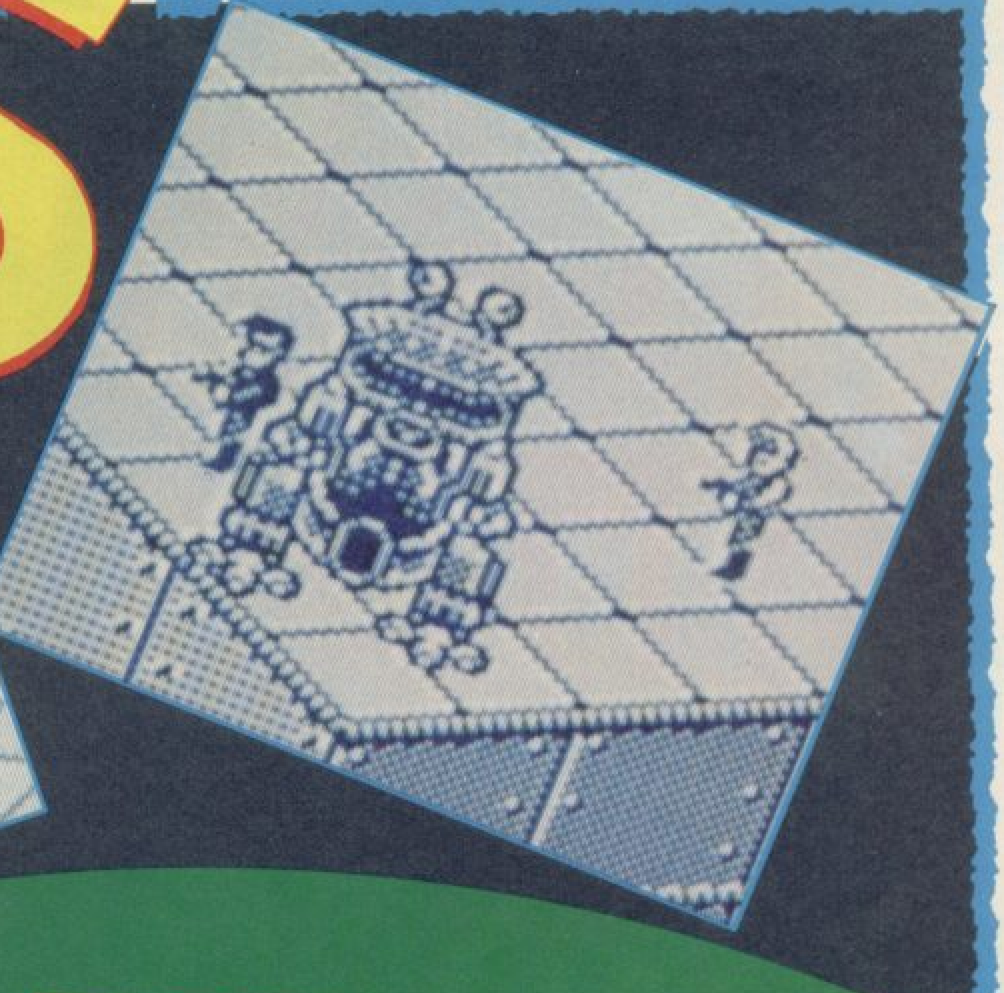
Price: £9.99/£14.99
Streedate: Late February



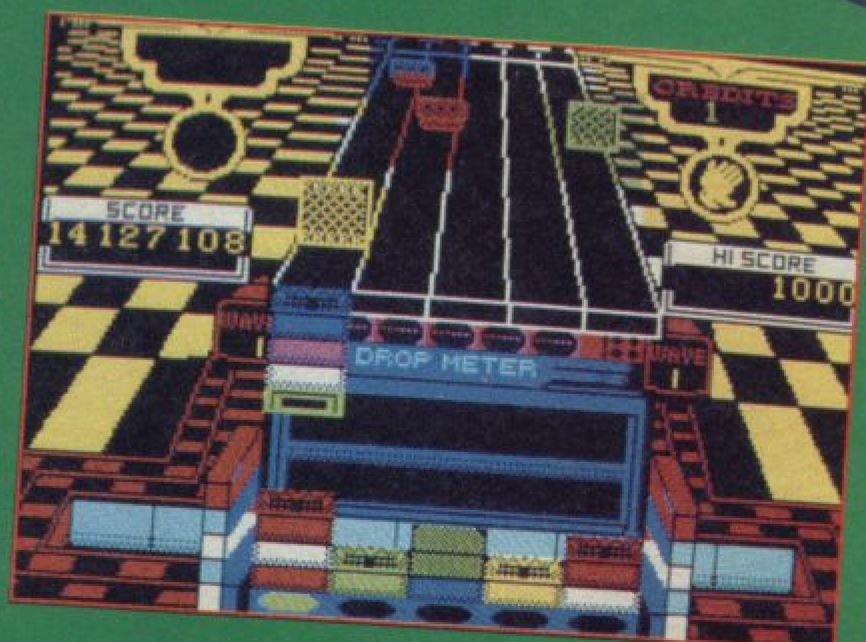


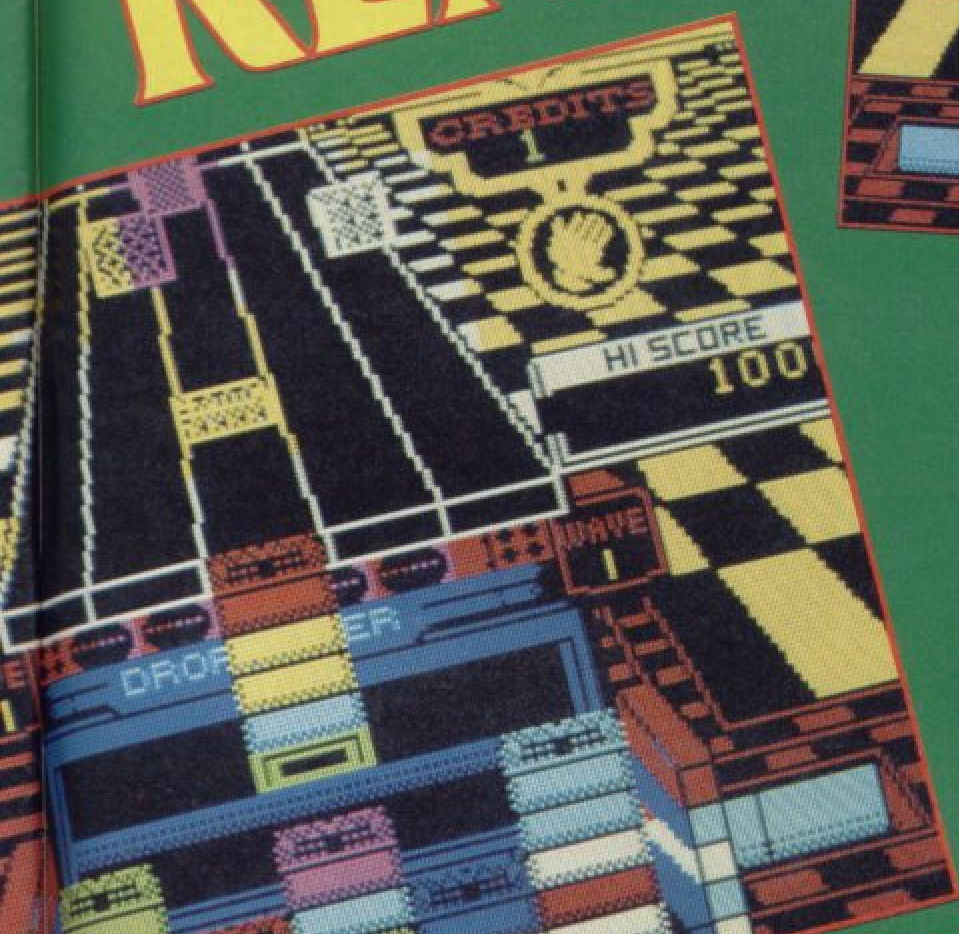
EWS





# KLAX




Now, I reeeeallly like this game. For those of you who remember Tetris, and you should 'cos it's my fave game ever, ever, ever, Klax is a wee bit like it, kinda. On-screen, you have coloured tiles falling towards you down a slope. The slope has five lanes with one tile per lane. The tiles are various colours and you have to place your catcher under a falling tile and drop him in one of the five holes at the bottom of the screen. Make a line of three or more tiles of the same colour to get points.

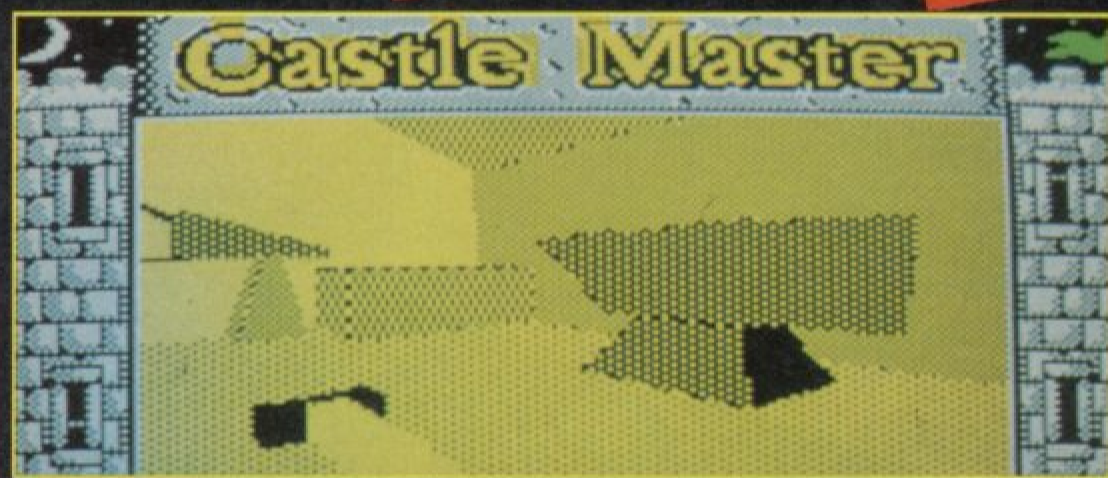
The easiest way to make a line is to drop the tiles vertically, but you'll get more points dropping them horizontally, and even more if they fall diagonally. Try to catch as many tiles as possible because if you let them pass you'll lose credits.

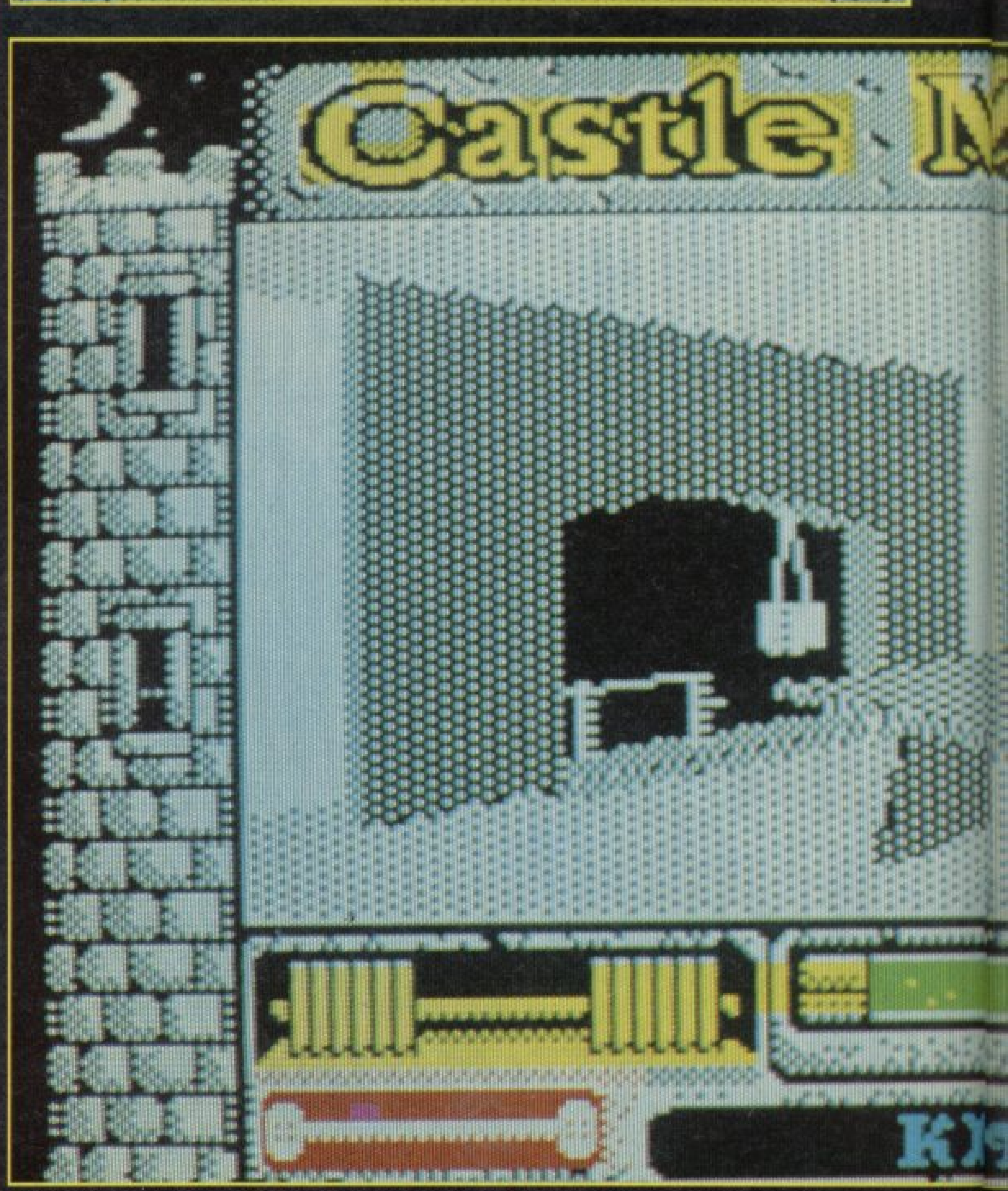
Pics of the not quite finished version of Klax have been sneaked in to the office by the makers of the game, Domark, and they assure us it will look even smarter once they've finished fiddling about with it. I can't wait.

Price: £ 9.99/£14.99
Streedate: Late February

# PREV

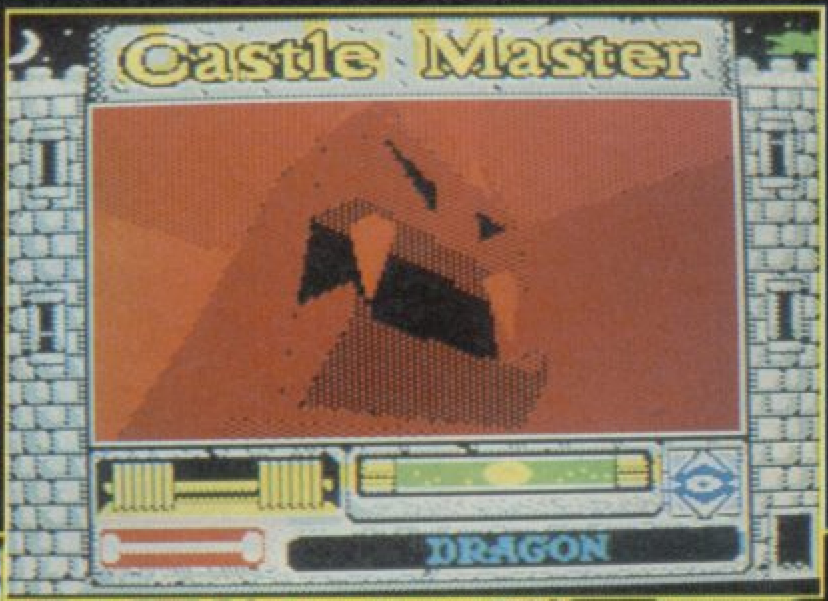
# CASTLE MASTER

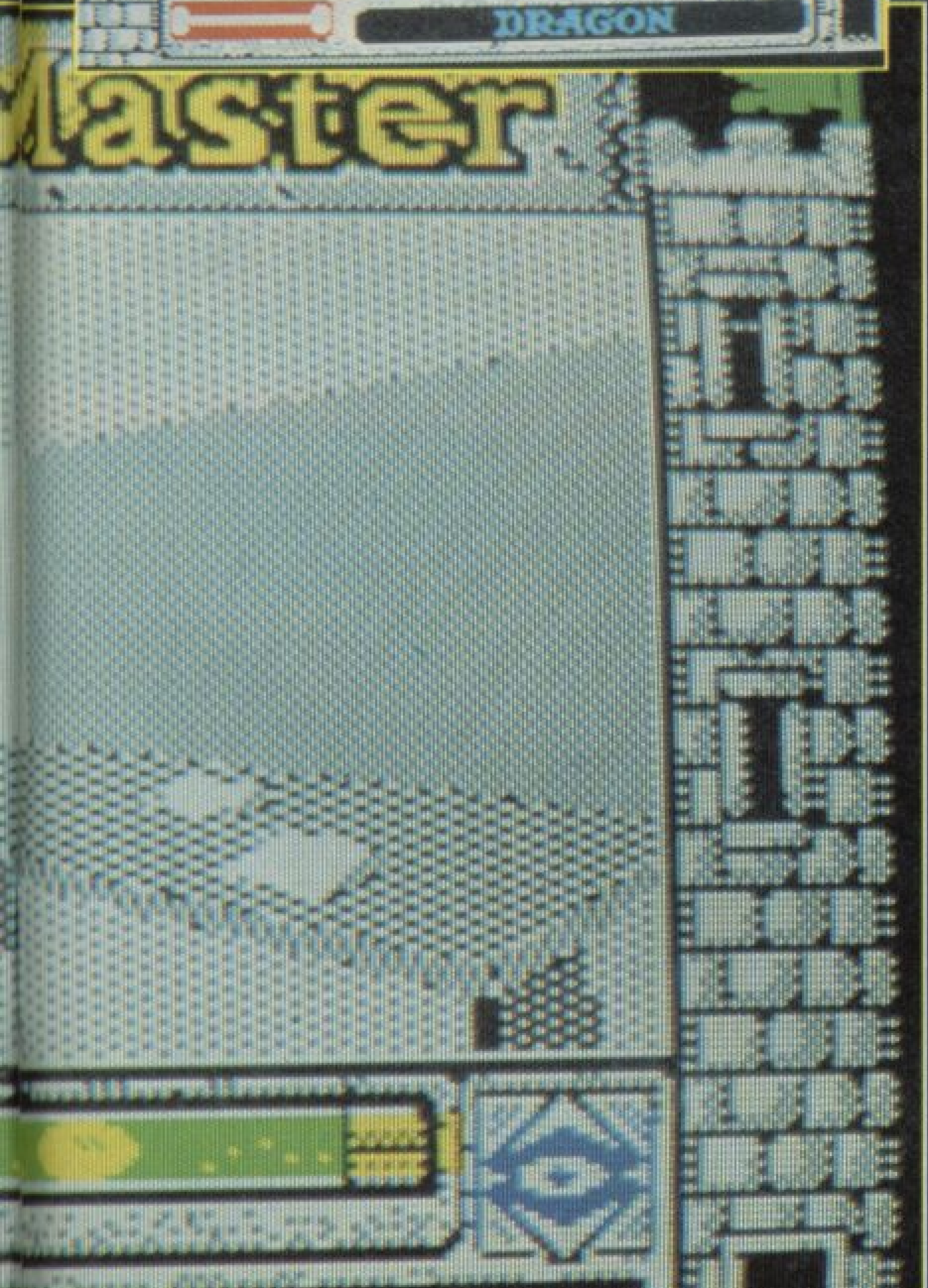


# EWS




Anyone remember Freescape? Well, you'd be excused for forgetting. Three games, Driller, Dark Side and Total Eclipse emerged using the ultra-complex 3D System. The only problem is that the head-spinning mathematics involved in the graphics routines made the games play really rather slowly.

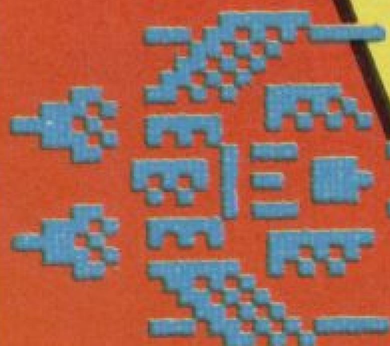


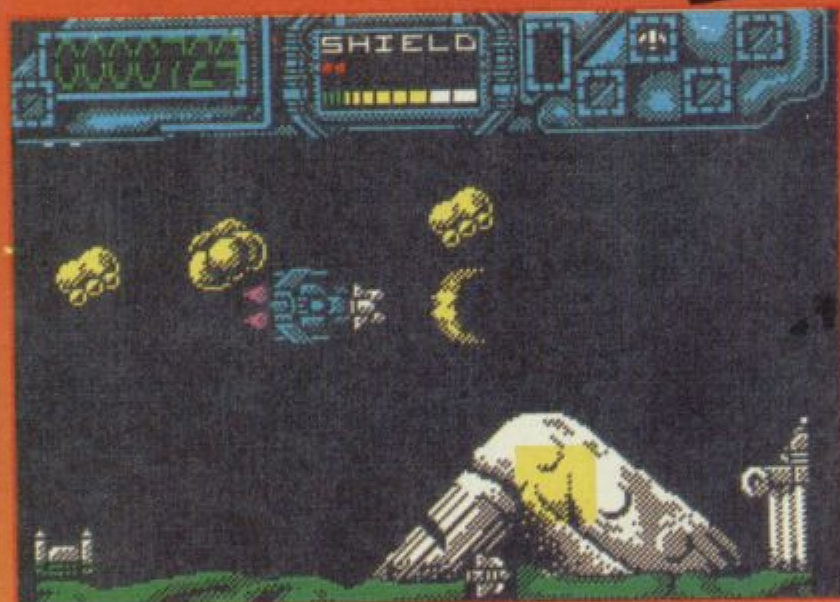

Well, all this is set to change with Castle Master, new from Domark. Choc-full of exciting puzzles and mind-bending trickery, Castle Master has you, a brave adventurer on a mission to find and free a princess held captive by an evil scumbag.
Lots of moving squares and triangles, by the look of things.

Streetdate: March
Price: £8.95



# DARIUS



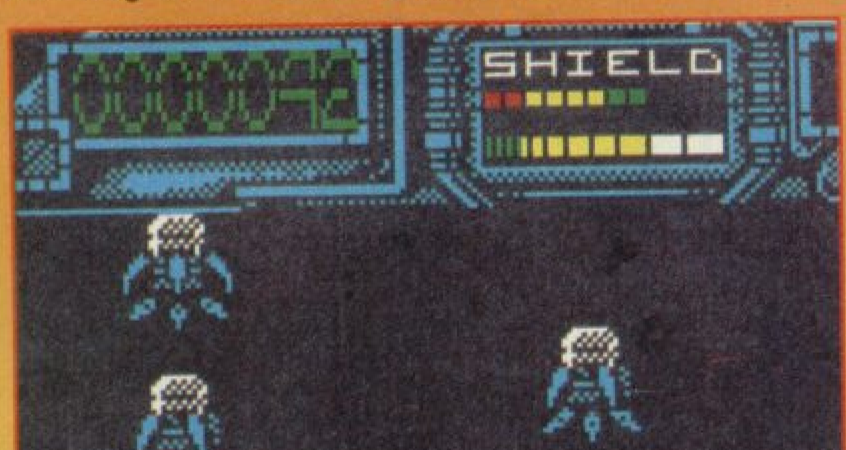





Darius has been a flamin' long time in the making, hasn't it? I seem to remember writing enthusiastic news stories and previews about a year ago. Now, however, the Edge have got serious sections of program to show us and it's looking, we are forced to say, pretty impressive.

It's a side-on scrolling shoot out in the R-type mode, with all the power-ups necessary to keep the wild-eyed dribbling arcade fiends happy.

Pitted against the evil might of an alien warlord, you






# VIEWS



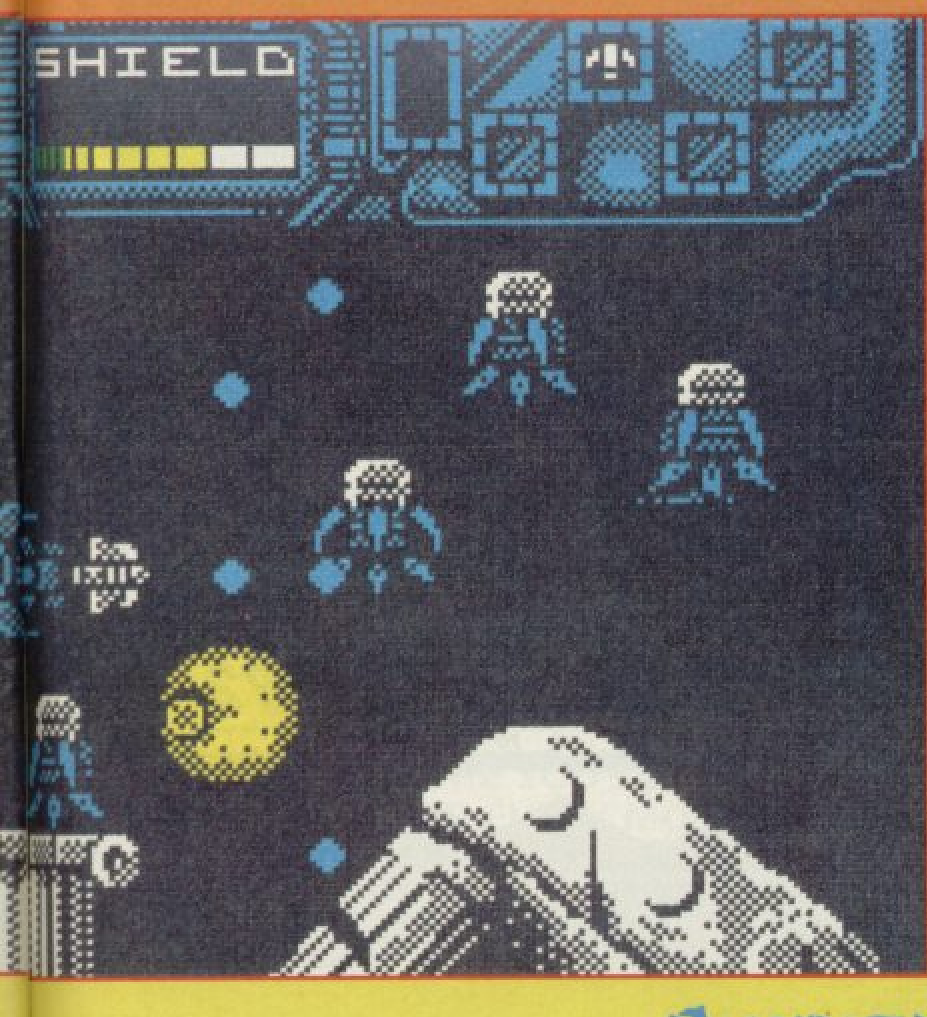


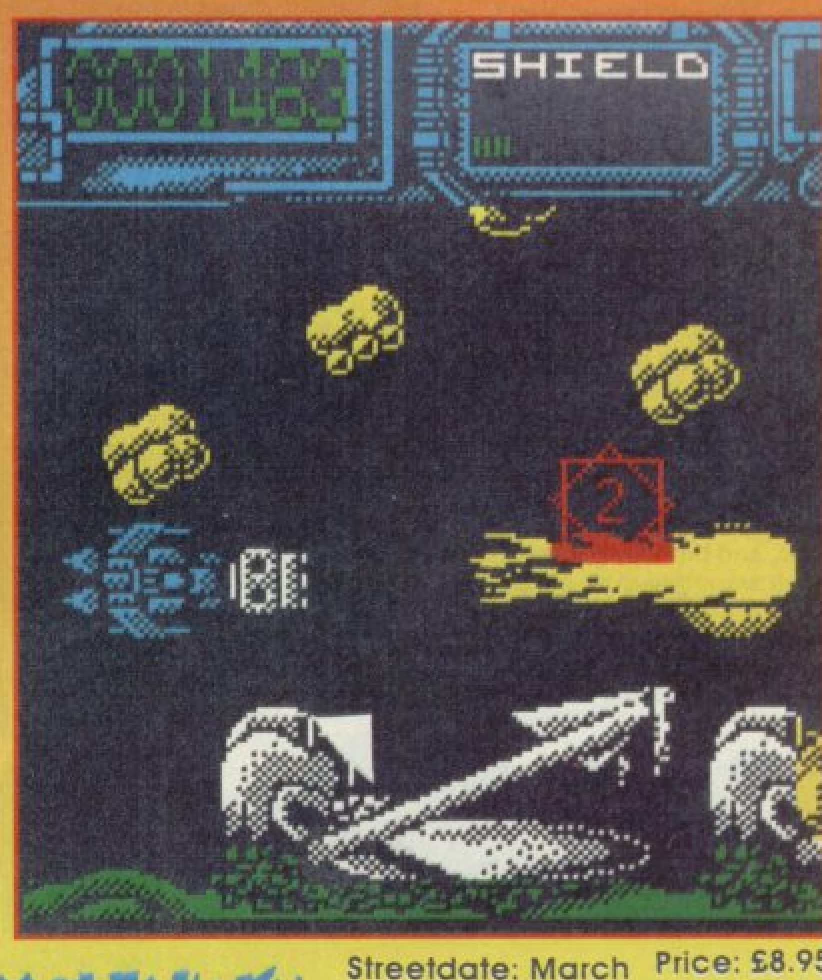



(a lone warrior, dontcha know) must fell legion enemy scumbags with your expanding arsenal (fnar quack). The numbers in the spinning diamonds drift across the screen once you've iced an especially horrible bad guy. By flying over them you can summon upyour new piece of equipment to help you fight the good fight.

Darius has got a lot to do if it's out to take R-type's crown as king of the Conversions. Full review next month.



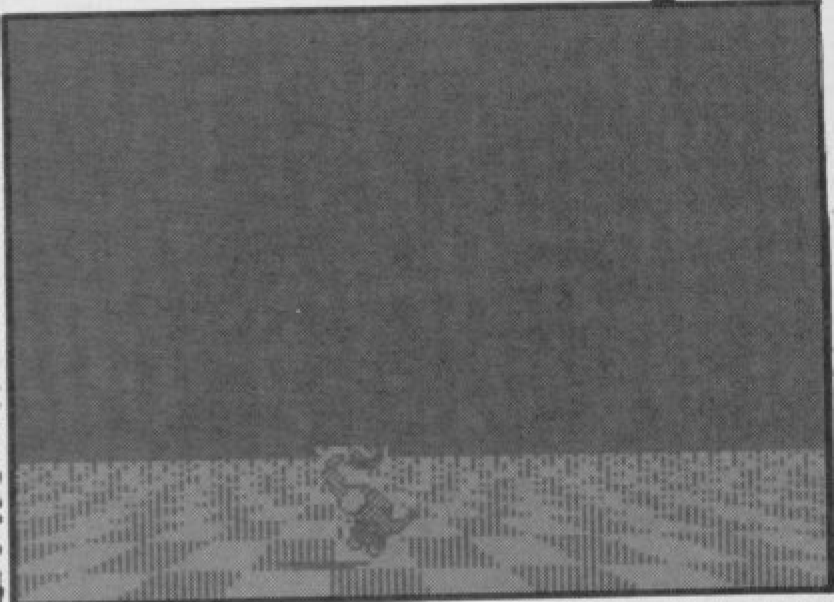


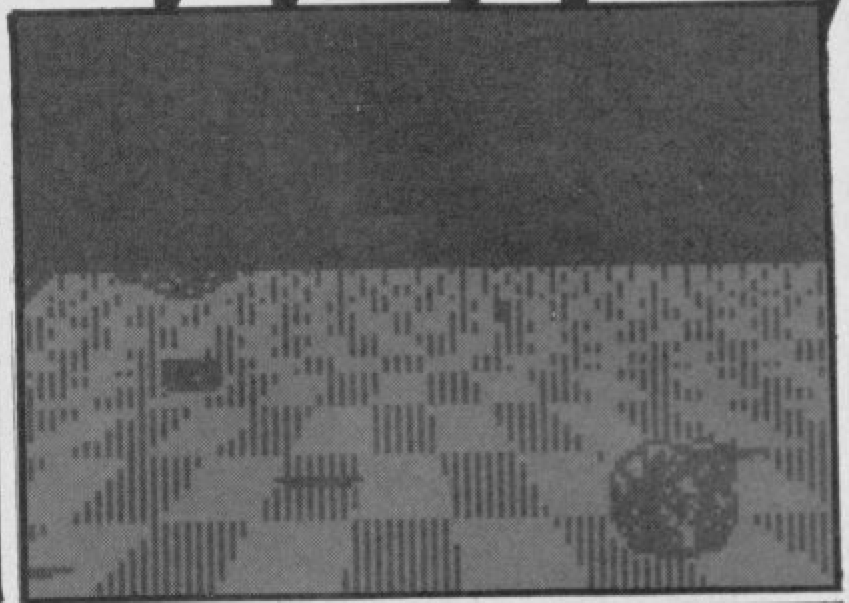



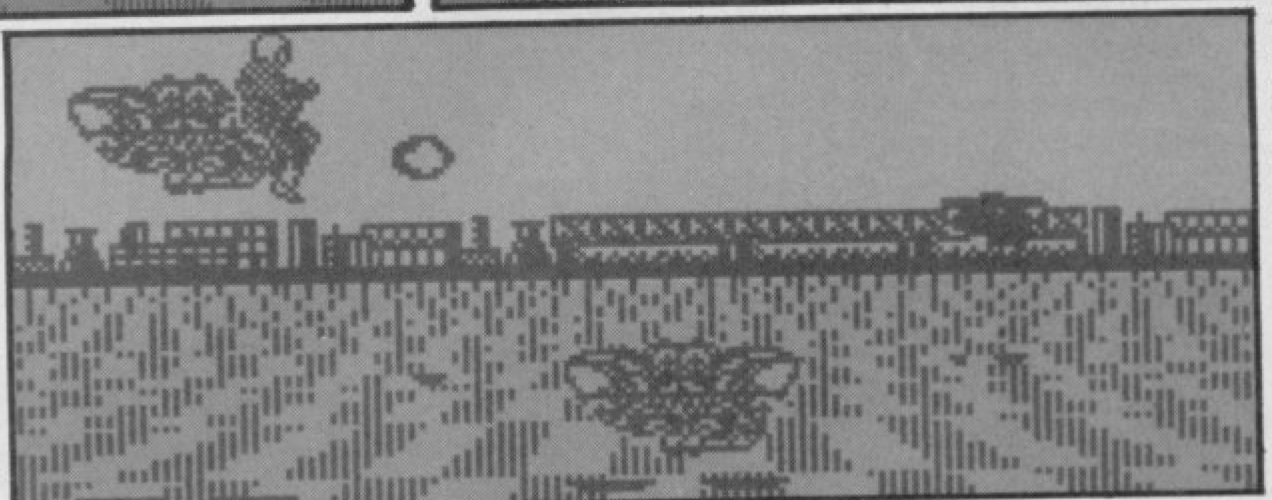

Streetdate: March Price: £8.95

GAMES REVIEW

# SPACE HARRIER









Originally written by the team behind Ghost'n'Goblins and Commando, Space Harrier was regarded as a very ambitious conversion of the Sega coin-op when it first appeared, and was largely well-received despite some criticism that the graphics were difficult to make out.

Things haven't improved with age (these things don't, you know), but the game still stands up pretty well, especially since Space Harrier II has just appeared, and doesn't really fare much better.

As your valiant space knight flies through the interstellar void zapping endless hordes of boogers flying towards him, the perspective graphics struggle to retain the wonderfulness of the original coin-op; of course, they don't manage, but they have a jolly good try. The flickering chessboard ground pattern is hypnotic, and the backgrounds scroll smoothly in all directions, while the giant flying heads, serpents and whirling bladey things, inevitably depicted in mono, move so fast that it's really just a matter of hammering the fire button and hoping you hit something. There isn't much time to aim and fire; and if you're hit by a flying meteor and drop senseless to the ground, your usual reaction will be 'Where the $!&$!^ did that come from!' In effect the game's very fast and frantic, but there doesn't seem to be much skill involved.

The end-of-level baddies are rather wonderful, and at this price it's worth getting Space Harrier if only because it might save you hvaing to fork out a lot more on Space Harrier II. But don't tell Grandslam!

ARCADE REVIEW

## FAX BOX

*Label: Encore Author: Burkhill & Butler Price: £2.99 Memory: 48K/128K Joystick: various*

| GRAPHICS | SOUND |
|---|---|
| 65 | 60 |
| 74 | 70 |
| PLAYABILITY | LAST ABILITY |

*Classic coin-op conversion for space cadets*

Reviewer: [signature]

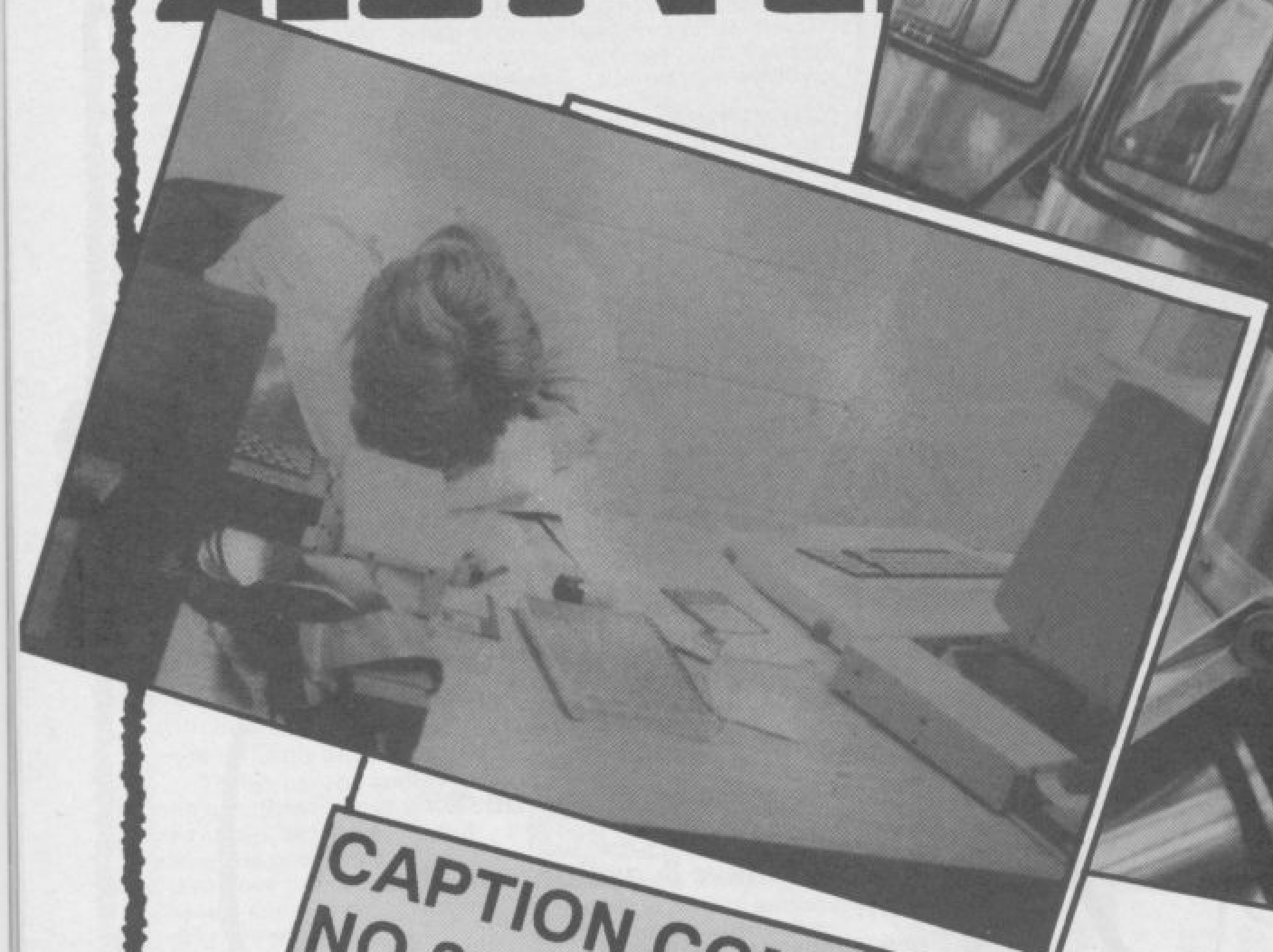
OVERALL 72

10 20 30 40 50 60 70 80 90



# END OF THE LINE





## CAPTION COMPO NO.36

Well, it has been confirmed. SU readers are weird. Well the ones who go in for our Caption Compos certainly are. A right rum batch of entries came through our letter box this month. Alan Coules of Norfolk suggested "I can't get Crossroads out of any of this lot". Not surprising really, it went off the box at least three years ago, div head.

Geraint Richards offered a completely strange entry with "Oh no, the front door's exploded"?!? Keep taking the medicine dear. Finally, we chose this one from E McLoughlin of Newport, "Who said they couldn't shoot back?" Tres clever E., we'll send you some gubbins for your effort.

## CAPTION COMPO NO.37

This month we've got a bit of a blast from the past as they say on wunnerful Radio One, in the shape of that film Aliens. As you can see the rather pouta ceous Sigourny Weaver is having a quick recline i her sleepy pod.

What do you think young Siggy is thinking abou If you know the answer and can be funny with it, scribble your caption on the coupon and wop it in your postbox. Mail it to Caption Compo No.37, SU 30-32 Farringdon Lane, London EC1R 3AU. Entrie should arrive before March 31st 1990.

# END OF



## GAWD, AREN'T PEOPLE MAD?

We spoke to people who work in Software shops to find out the kind of mad things customers (that's you lot) sometimes ask for.

Virgin Games Centre's Glyn Jackson told us of one customer who brought back a Spectrum cassette saying she couldn't get it to work on her Walkman. He was also asked when Dungeon Master was coming out on Spectrum.. I don't think so, do you? One mad lad also asked if they sold yo-yo strings (what????)

Mr. Degia of Silica Shop told us of a guy who'd purchased Super Hang On. In the instructions it said, "now strap yourself in with your seat belt and put on your helmet and you're ready to go". He returned complaining that he hadn't been supplied a seat and helmet with his copy of the game. What a berk.

Apparently, pensioners are not quite sure what software stores are and one old codger saw Speccy tapes in the window and went in and asked for the Sound of Music.

One store have had a recent request for Space Ace for The Electron and software for the ORIC.

## OOOOOH, WE'RE EXTREMELY SORRY

You're not gonna believe this, but in last month's issue we made a bit of a muck up (I can't believe it - all the SU readers). We ran a compo on page 65 to win a wet suit and snorkely type equipment. The headline said "Look at the flippers on that! (Oo-er) ALL THANKS TO US GOLD. WRONG WRONG WRONG! The lovely people who offered the prizes were, in fact, Rainbow Arts and, as you can imagine, they're not too pleased with us. So, to cheer them up we're giving you a 'do-it-yourself repair the page and keep Rainbow Arts happy kit'.

All you have to do is take a pair of scissors to the coupon below, and stick it over the bit where we made a mistake on that page. We're sure you've got nothing better to do, and you'll save us from a duffing up session from Rainbow. Cheers mateys.

CAPTION

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AGE

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POST CODE

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# NEXT MONTH

## Five astounding (and utterly untrue) "facts" about the next issue of Sinclair User:

1) We've gone black and white mad! Yes, we've taken all of the colour out of the issue and there won't be a special full colour megatips special at all. Or a poster. Or glorious colour previews.

2) We're not going to be reviewing any more software. Instead, we'll be looking back over the last seven years and running a ZX81 listing special. There won't be the slightest hint of FIVE exclusive reviews of big name games releases, tipping the wink on the good'uns and the ones that smell.

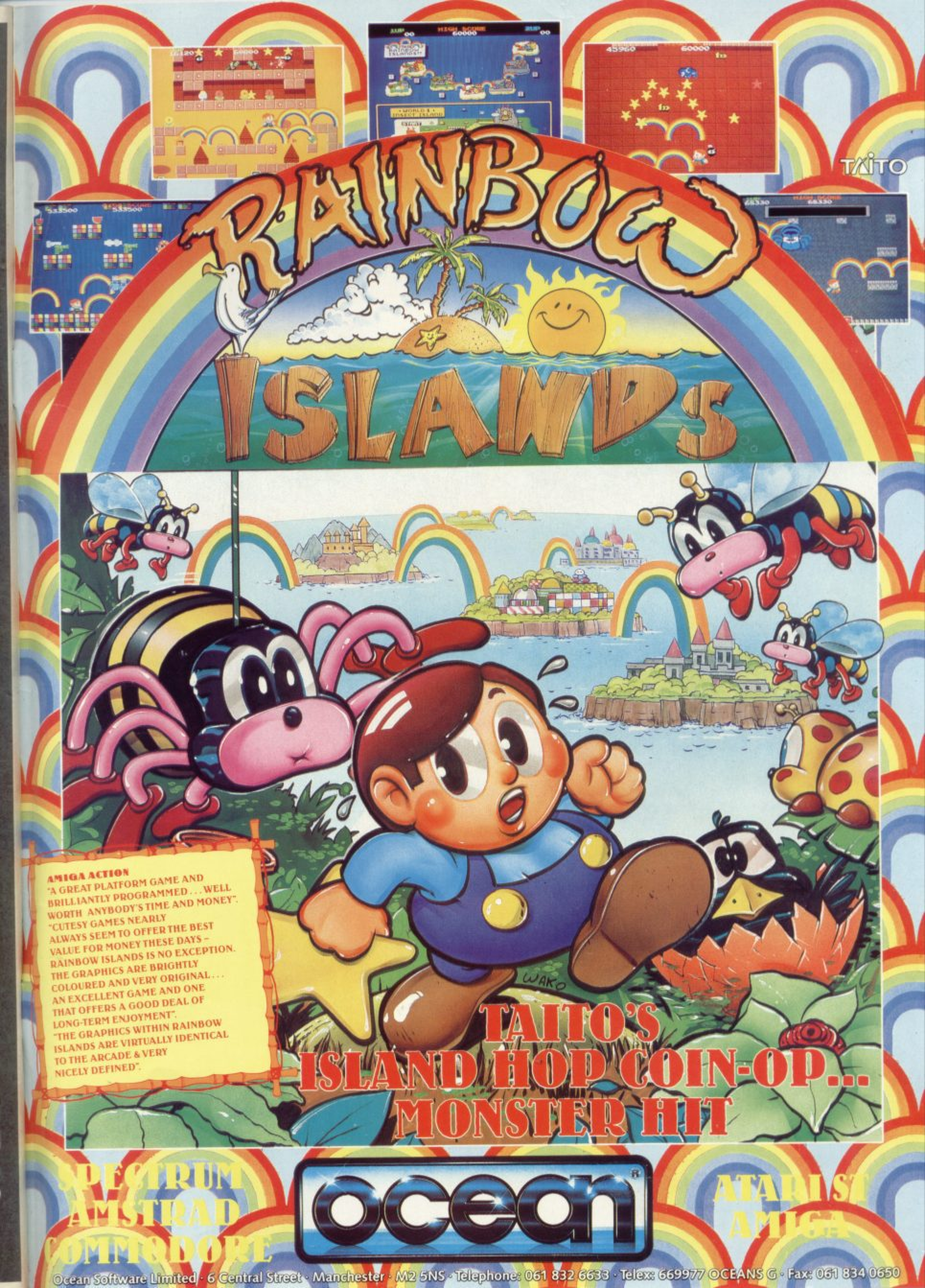
3) We won't be covering the SAM Coupe at all. There won't be news of all the forthcoming software releases for the machine, or scoop announcements about new SAM equipment.

4) There certainly won't be any sort of new exciting pull- out section full of more coupons and competitions than you've ever seen before. And we won't have an exclusive Blueprint and Preview of Turrican- the big graphics sci-fi shoot-em-up from Rainbow Arts

5) And there won't be a Megatape which will completely blow you away with its content and value.

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